

Community

The PowerToys team is extremely grateful to have the support of an amazing active community. The work you do is incredibly important. PowerToys wouldn't be near what it is without your help filing bugs, updating documentation, guiding the design, or writing features. We want to say thanks and to recognize your work. This is a living document dedicated to highlighting the high impact community members and their contributions.

Names are in alphabetical order based on first name.

High impact community members

@Aaron-Junker - Aaron Junker

Aaron has helped triaging, discussing, and creating a substantial number of issues and contributed features/fixes as well as work on an upcoming utility.

@davidegiacometti - Davide Giacometti

Davide has helped fix multiple bugs, added new features, as well as help us with the ARM64 effort by porting applications to .NET Core.

@franky920920 - Franky Chen

Franky has helped triaging, discussing, and creating a substantial number of issues and contributed features/fixes to PowerToys.

@htcfreek - Heiko

Heiko has helped triaging, discussing, and creating a substantial number of issues and contributed features/fixes to PowerToys.

@Jay-o-Way - Jay

Jay has helped triaging, discussing, creating a substantial number of issues and PRs.

@jsoref - Josh Soref

Helping keep our spelling correct :)

@Niels9001 - Niels Laute

Niels has helped drive large sums of our update toward a new consistent and modern UX. This includes the launcher work, color picker UX update and icon design.

@riverar - Rafael Rivera

Rafael has helped do the upgrade from CppWinRT 1.x to 2.0. He directly provided feedback to the CppWinRT team for bugs from this migration as well.

@royvou

Roy has helped out contributing multiple features to PowerToys Run

@TobiasSekan - Tobias Sekan

Tobias Sekan has helped out contributing features to PowerToys Run such as Settings plugin, Registry plugin

@ThiefZero

ThiefZero has helped out contributing a features to PowerToys Run such as the unit converter plugin

Open source projects

As PowerToys creates new utilities, some will be based off existing technology. We'll continue to do our best to contribute back to these projects but their efforts were the base of some of our projects. We want to be sure their work is directly recognized.

@jjw24 - Jeremy Wu

Their fork of Wox was the base of PowerToys Run.

WoX Launcher

Initial base of jjw24's fork, which makes it the base of PowerToys Run.

Microsoft community members

We would like to also directly call out some extremely helpful Microsoft employees that have directly contributed to PowerToys. This isn't their day job and was work they did out of passion. We want to say thank you and recognize your work.

@betsegaw - Betsegaw Tadele

Window Walker, inside PowerToys Run, is from Beta.

@TheMrJukes - Bret Anderson

The base of FancyZones and a lot of performance adjustments are from the hard work of Bret.

@bricelam - Brice Lambson

Image Resizer is from Brice.

@chrdavis - Chris Davis

PowerRename is from Chris's SmartRename and icon rendering for SVGs in File Explorer

@dend - Den Delimarsky

PowerToys Awake is a tool to keep your computer awake.

@martinchrzan - Martin Chrzan

Color Picker is from Martin.

@oldnewthing - Raymond Chen

Find My Mouse is based on Raymond Chen's SuperSonar.

Microsoft InVEST team

This amazing team helped PowerToys develop PowerToys Run and Keyboard manager as well as update our Settings to v2. @alekhyareddy28, @arjunbalgovind, @jyuwono @laviusmotileng-ms, @ryanbodrug-microsoft, @saahmedm, @somil55, @traies, @udit3333