> **slide** 1 | Title Slide

This is my introduction video for Aalto University's Game Design and Development program.

> **slide** 2 | Self Introduction

Heya, my name is Herschel Pravin Pawar. This video has been recorded ==as part of== deliverables for the admission process. Everything you see in this video—scripts, links, and images—are a part of a Typst document available freely on GitHub under a public domain licence.

> **slide** 3 | Coventry University

==I participated in== Coventry University's Summer School for Game Development with Unity.

The summer school concluded with a game jam, and these are the results.

The themes were Continuous Change and 2D Platformer.

We created Fractured Elements, featuring a player with cycling elemental powers. I focused on making the gameplay while my partner focused on the creative aspects of the game.

I'm proud that the player code I wrote was adaptable enough to be reused for the final boss and the high-level code was generic over weapons and elemental powers.

> **slide** 4 | Game Maker ToolKit's 2023 Game Jam

I taught myself Godot by creating small games and eventually participated in GMTK's 2023 Game Jam.

The theme was Roles Reversed.

I designed a twist on Space Invaders: instead of killing aliens, the player controls a group of aliens fighting to survive against heroes.

The main game mechanic involved a random alien firing while space bar was pressed. This made it so the player had to choose between having predictability and having more health.

slide 5 | Bevy

Recently, I've been learning Bevy, a Rust-based ECS game engine.

So far, I've remade pong without using any tutorials. Currently, I'm using the pong codebase to learn how to make online multiplayer games.

slide 6 | Other Projects

Some other projects I've worked on include VRCX Insights which involves data mining. It extracts friend circles by using data points of entering and leaving a room.

Another project is Booth Archiver, which compiles your Booth wish list into a simple, user-friendly Excel spreadsheet.

I've also created Krita Palette Generator, a tool that quantizes an image and generates a palette from it.

Other than programming, I also taught myself how to use Photoshop to create textures for my OC — Kait.

slide 7 | Current Interests

In no specific order these are some of the topics im interested in learning, you can pause the video to read about them in more detail:

- WGPU
- Cranelift
- Stateless Abstractions
- Technical art
- GPGPU
- Giving technical talks

slide 8 | Why Aalto

I actively participate in local Rust and queer meetups, always striving to create a welcoming atmosphere and support others. This collaborative spirit is something I value deeply and is one of the main reasons that the multidisciplinary, project-based approach at Aalto resonates with me. I believe that innovation thrives when people from diverse backgrounds come together, and

Aalto's environment offers the perfect space to exchange ideas and grow, both technically and personally.