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text written like —/ **this** /— is hard for me to speak fast and needs to be spoken slower

slide 0 | Title Slide

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

I'm going to talk fast, so you might need to pause the video to read the contents of the slide.

slide 1 | Self Introduction

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slide 2 | Who am I?

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** /—.

slide 4 | Result

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

slide 5 | Themes

The themes were —/ **Continuous Change** /— and —/ **2D Platformer** /—.

slide 6 | The Team

We created —/ **Fractured Elements** /—, featuring a player with cycling elemental powers.

slide 7 | Main Mechanic

I focused on making the gameplay while my partner focused on the creative aspects of the game.

slide 8 | Player Architecture

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 9 | Game Maker ToolKit's 2023 Game Jam

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

slide 10 | Result

These were the results. There were over six thousand seven hundred submissions.

slide 11 | Theme

The theme was Roles Reversed.

slide 12 | Gameplay

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

slide 13 | Main Mechanic

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 14 | Bevy

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

slide 15 | EMPTY SLIDE

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 16 | Other Projects

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slide 17 | VRCX Insights

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.

slide 18 | Output Metadata

Heres some information about the output produced.

slide 19 | Booth Archiver

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

slide 20 | Krita/GIMP Palette Generator

I've also created a palette generator that quantizes an image and generates a palette from it.

slide 21 | Kait

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

slide 22 | 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 23 | Why Aalto

I actively participate in local Rust and queer meetups, always striving to create a welcoming atmosphere and support others.

slide 24 | Acknowledgement

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.

slide 25 | Heavily Inspired by

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.