OUTLINE:

text written like

—/ <mark>this</mark> /—

is hard for me to speak fast

and needs to be spoken slower

```
┌─────────────────────────────────────────┐
│              slide  0 | Title Slide      │
│                                          │
│       Budget: 00s                        │
│       Time Elapsed: 00:00                │
│       Time Left: 02:00                   │
└─────────────────────────────────────────┘
```

I'm going to talk fast,

so you might need to pause

and

read the slides.

|——————————— BREATH ————————————|

```
┌─────────────────────────────────────────┐
│          slide  1 | Self Introduction    │
│                                          │
│       Budget: 00s                        │
│       Time Elapsed: 00:00                │
│       Time Left: 02:00                   │
└─────────────────────────────────────────┘
```

Heya,

```
┌─────────────────────────────────────────┐
│             slide  2 | Who am I?          │
│                                          │
│       Budget: 00s                        │
│       Time Elapsed: 00:00                │
│       Time Left: 02:00                   │
└─────────────────────────────────────────┘
```

my name is Herschel Pravin Pawar.

This video has been recorded as part of my

Aalto application.

|——————————— BREATH ————————————|

```
┌─────────────────────────────────────────┐
│     slide  3 | Coventry University Summer School Game │
│                         Jam              │
│                                          │
│       Budget: 00s                        │
│       Time Elapsed: 00:00                │
│       Time Left: 02:00                   │
└─────────────────────────────────────────┘
```

I participated in the

—/ Summer School /—

for

—/ Game Development /—

.

```
┌─────────────────────────────────────────┐
│           slide  4 | Result             │
│                                         │
│  Budget: 00s                            │
│  Time Elapsed: 00:00                    │
│  Time Left: 02:00                       │
└─────────────────────────────────────────┘
```

We wrapped up with a game jam,

and these are the results.

```
┌─────────────────────────────────────────┐
│           slide  5 | Themes             │
│                                         │
│  Budget: 00s                            │
│  Time Elapsed: 00:00                    │
│  Time Left: 02:00                       │
└─────────────────────────────────────────┘
```

The themes were

—/ <mark>Continuous Change</mark> /—

and

—/ <mark>2D Platformer</mark> /—

.

|—————————————— BREATH ——————————————|

```
┌─────────────────────────────────────────┐
│          slide  6 | The Team            │
│                                         │
│  Budget: 00s                            │
│  Time Elapsed: 00:00                    │
│  Time Left: 02:00                       │
└─────────────────────────────────────────┘
```

We created

—/ <mark>Fractured Elements</mark> /—

,

featuring a player with cycling

—/ <mark>elemental</mark> /—

powers

```
┌─────────────────────────────────────────┐
│        slide  7 | Main Mechanic         │
│                                         │
│  Budget: 00s                            │
│  Time Elapsed: 00:00                    │
│  Time Left: 02:00                       │
└─────────────────────────────────────────┘
```

I focused on making the gameplay

while my partner focused on

the creative aspects of the game.

|———————————— BREATH ————————————|

---

slide 8 | Player Architecture

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

---

the player code I wrote

was reused for the final boss

and the high-level code was

—/ <mark>generic</mark> /—

over weapons

and

—/ <mark>elemental powers</mark> /—

.

|———————————— BREATH ————————————|

---

slide 9 | Game Maker ToolKit's 2023 Game Jam

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

I taught myself Godot

and

participated in a game jam.

---

slide 10 | Result

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

These were the results.

There were over

—/ <mark>six thousand seven hundred</mark> /—

submissions.

```
┌─────────────────────────────────────┐
│            slide  11 | Theme         │
│                                      │
│          Budget: 00s                 │
│          Time Elapsed: 00:00         │
│          Time Left: 02:00            │
└─────────────────────────────────────┘
```

The theme was

—/ <mark>Roles Reversed</mark> /—

.

|——————————— BREATH ———————————|

```
┌─────────────────────────────────────┐
│          slide  12 | Gameplay        │
│                                      │
│          Budget: 00s                 │
│          Time Elapsed: 00:00         │
│          Time Left: 02:00            │
└─────────────────────────────────────┘
```

In the game,

players control aliens

fighting to survive

against heros.

```
┌─────────────────────────────────────┐
│        slide  13 | Main Mechanic     │
│                                      │
│          Budget: 00s                 │
│          Time Elapsed: 00:00         │
│          Time Left: 02:00            │
└─────────────────────────────────────┘
```

A random alien fires

while space bar is pressed

This requires the player

to choose between

having

—/ <mark>predictability</mark> /—

or

having more health.

|——————————— BREATH ———————————|

```
┌─────────────────────────────────────┐
│          slide  14 | Bevy           │
│                                     │
│        Budget: 00s                  │
│        Time Elapsed: 00:00          │
│        Time Left: 02:00             │
└─────────────────────────────────────┘
```

Recently,

I've been learning Bevy,

a

—/ Rust-based /—

—/ ECS /—

—/ game engine /—

.

```
┌─────────────────────────────────────┐
│       slide  15 | EMPTY SLIDE       │
│                                     │
│        Budget: 00s                  │
│        Time Elapsed: 00:00          │
│        Time Left: 02:00             │
└─────────────────────────────────────┘
```

So far,

I've remade pong.

I'm using the project to learn

how to make online games.

|——————————— BREATH ———————————|

```
┌─────────────────────────────────────┐
│      slide  16 | Other Projects     │
│                                     │
│        Budget: 00s                  │
│        Time Elapsed: 00:00          │
│        Time Left: 02:00             │
└─────────────────────────────────────┘
```

Some other projects include:

```
┌─────────────────────────────────────┐
│      slide  17 | VRCX Insights      │
│                                     │
│        Budget: 00s                  │
│        Time Elapsed: 00:00          │
│        Time Left: 02:00             │
└─────────────────────────────────────┘
```

VRCX Insights

A

—/ data mining /—

tool to extract friend circles

by corelating

people who are in the same room.

---

slide 18 | Output Metadata

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

You can see

why I had to zoom out the image so much.

|——————————— BREATH ———————————|

---

slide 19 | Booth Archiver

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

Another project is Booth Archiver,

which compiles your Booth wish list

into a spreadsheet.

---

slide 20 | Krita/GIMP Palette Generator

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

I also created a tool which quantizes given image

and

generates a palette from it.

|——————————— BREATH ———————————|

---

slide 21 | Kait

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00

The textures for my OC

were made using Photoshop.

```
slide  22 | Goals for 2024

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00
```

These are some of my goals

for

2025

```
slide  23 | Goal — Short Description — Why?

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00
```

the most important being

—/ WGPU /—

and

—/ public speaking /—

|———————————— BREATH ————————————|

```
slide  24 | Why Aalto

Budget: 00s
Time Elapsed: 00:00
Time Left: 02:00
```

I'm active in

—/ Rust /—

and

—/ queer meetups /—

,

always striving to create a

—/ welcoming atmosphere /—

and

support others.

|———————————— BREATH ————————————|

```
┌─────────────────────────────────────────┐
│        slide  25 | Acknowledgement        │
│                                           │
│   Budget: 00s                             │
│   Time Elapsed: 00:00                     │
│   Time Left: 02:00                        │
└─────────────────────────────────────────┘
```

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.

|———————————— BREATH ————————————|

```
┌─────────────────────────────────────────┐
│        slide  26 | Heavily Inspired by    │
│                                           │
│   Budget: 00s                             │
│   Time Elapsed: 00:00                     │
│   Time Left: 02:00                        │
└─────────────────────────────────────────┘
```

I believe that innovation

—/ ==thrives== /—

when people from

—/ ==diverse backgrounds== /—

come together,

```
┌─────────────────────────────────────────┐
│        slide  27 | End Slide              │
│                                           │
│   Budget: 00s                             │
│   Time Elapsed: 00:00                     │
│   Time Left: 02:00                        │
└─────────────────────────────────────────┘
```

and Aalto's environment provides

the perfect space to exchange ideas

and grow,

both technically

and personally.