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text written like

—/ <mark>this</mark> /—

is hard for me to speak fast

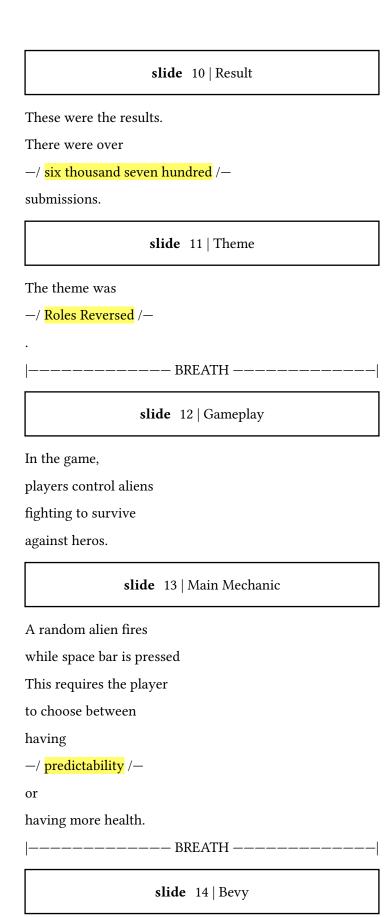
and needs to be spoken slower

slide 0 Title Slide
I'm going to talk fast,
so you might need to pause
and
read the slides.
BREATH
slide 1 Self Introduction
Heya,
slide 2 Who am I?
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
I participated in the
-/ Summer School /-
for
-/ Game Development /-
slide 4 Result
We wrapped up with a game jam,
and these are the results.
slide 5 Themes
The themes were
—/ Continuous Change /—

and

-/ 2D Platformer /-

```
----- BREATH -----|
                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.
 ----- BREATH -----
            slide 8 | Player Architecture
the player code I wrote
was reused for the final boss
and the high-level code was
—/ generic /—
over weapons
and
—/ elemental powers /—
          ----- BREATH -----
    slide 9 | Game Maker ToolKit's 2023 Game Jam
I taught myself Godot
and
participated in a game jam.
```



Recently,

I've been learning Bevy,

```
a
-/ Rust-based /-
—/ ECS /—
—/ game engine /—
               slide 15 | EMPTY SLIDE
So far,
I've remade pong.
I'm using the project to learn
how to make online games.
 ----- BREATH -----|
               slide 16 | Other Projects
Some other projects include:
              slide 17 | VRCX Insights
VRCX Insights
Α
—/ data mining /—
tool to extract friend circles
by corelating
people who are in the same room.
             slide 18 | Output Metadata
You can see
why I had to zoom out the image so much.
                ---- BREATH -----
              slide 19 | Booth Archiver
Another project is Booth Archiver,
```

which compiles your Booth wish list into a spreadsheet.

slide 20 | Krita/GIMP Palette Generator

I also created a tool which quantizes given image
and
generates a palette from it.
BREATH
slide 21 Kait
Situe 21 Rait
The textures for my OC
were made using Photoshop.
slide 22 Goals for 2024
These are some of my goals
for
2025
slide 23 Goal — Short Description — Why?
the most important being
-/ <mark>WGPU</mark> /-
and
—/ public speaking /—
BREATH
slide 24 Why Aalto
I'm active in
/ <mark>Rust</mark> /
and
-/ queer meetups /-
,
always striving to create a
-/ welcoming atmosphere /-
and
support others.

BREATH
slide 25 Acknowledgement
This
—/ <mark>collaborative</mark> /—
spirit is something I value deeply
and
is one of the main reasons that the
—/ <mark>multidisciplinary</mark> /—
,
project-based approach at Aalto resonates with me.
BREATH
slide 26 Heavily Inspired by
I believe that innovation
-/ <mark>thrives</mark> /-
when people from
–/ <mark>diverse backgrounds</mark> /—
come together,
slide 27 End Slide
and Aalto's environment provides
d C (1

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