

# Portfolio Presentation

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*Aalto University Game Design and Development Interview*

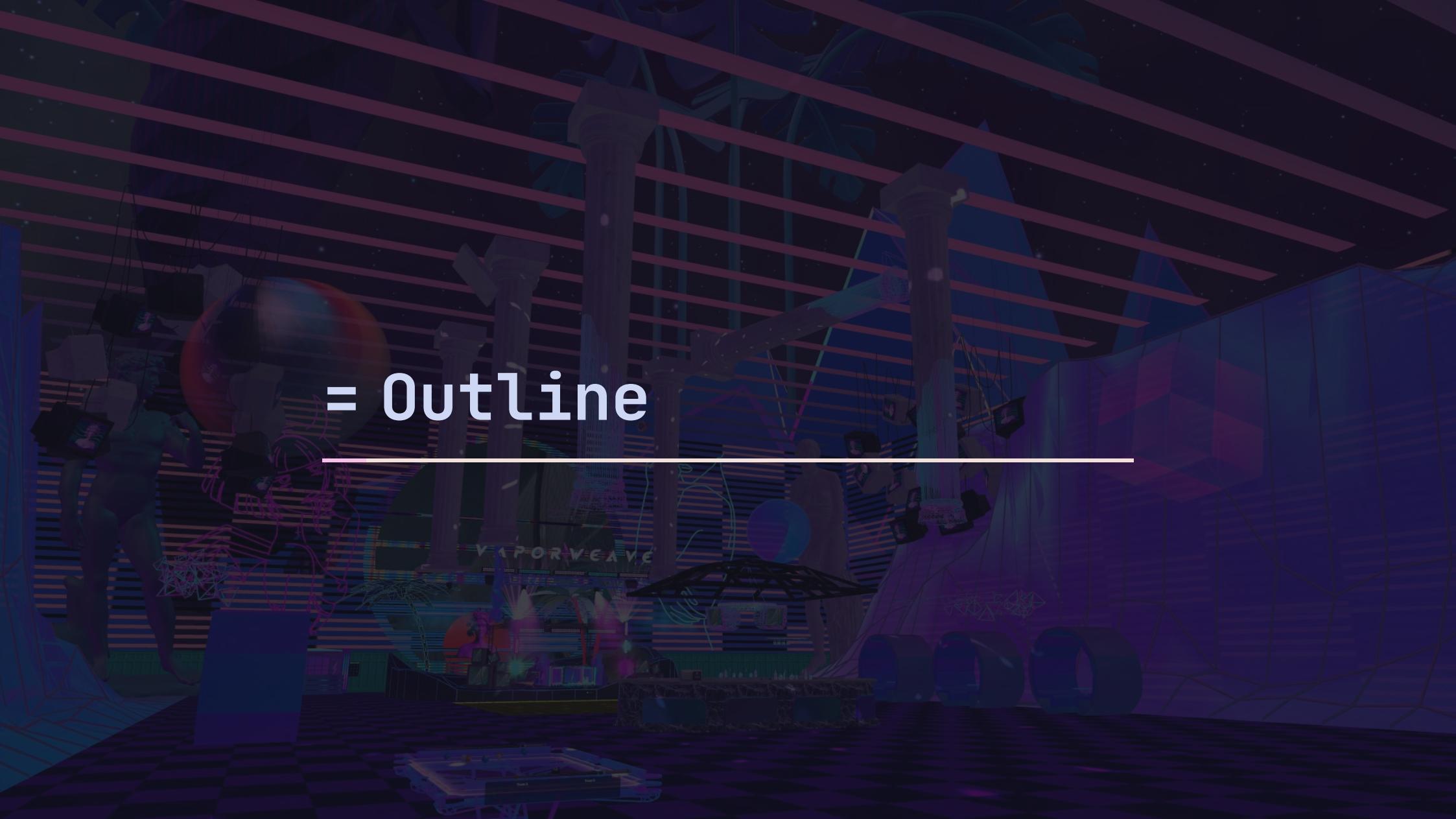
Herschel Pravin Pawar

March 19, 2025

# = Hack so background images are preloaded

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= Outline

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# Portfolio Presentation

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*Aalto University Game Design and Development Interview*

Herschel Pravin Pawar

March 19, 2025

# = Introduction

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## = Introduction



Figure 1: Image of me  
[original file @/resources/me.png](#)



**Herschel Pravin Pawar**  
sakurakat.systems

Everything you see in this presentation — scripts, links, and images — are a part of a Typst document available freely on GitHub under a public domain licence.

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 [GitHub:pawarherschel/UniOfAaltoInterviewSlides](#)  
| First Commit: 2025-03-19

# = Game Development Projects

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- [Godot Games](#) ..... 2021
- [Fractured Elements](#) ..... July 2024
- [Cosmos Conquerors](#) ..... July 2023
- [Bevy Pong](#) ..... October 2024
- [Learn OpenGL](#) ..... November 2024

# = Godot Games

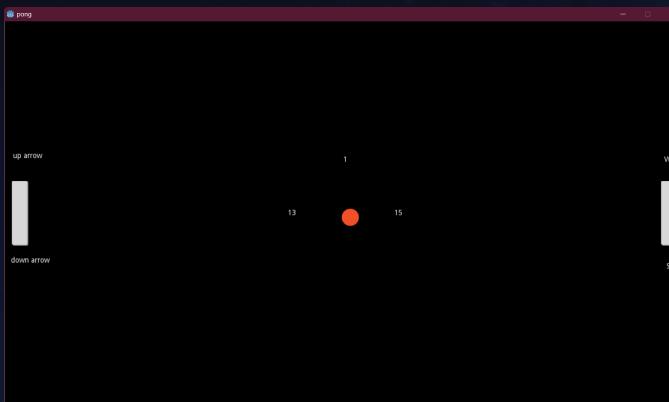


Figure 2: Pong: It starts here

original file @/resources/godot/pong.png



Figure 5: Meme Invaders: First from scratch game

original file @/resources/godot/meme\_invaders.png



Figure 3: Magical Marshmallow: Drew all the sprites, and made the “boing” SFX

original file @/resources/godot/magical\_marshmallow.png

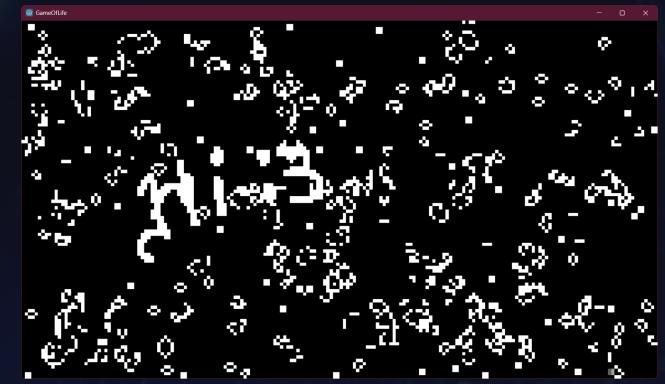


Figure 4: Conway’s Game of Life: Implemented Wikipedia:Conway%27s\_Game\_of\_Life  
⇒ Conway’s Game of Life

original file @/resources/godot/game\_of\_life.png

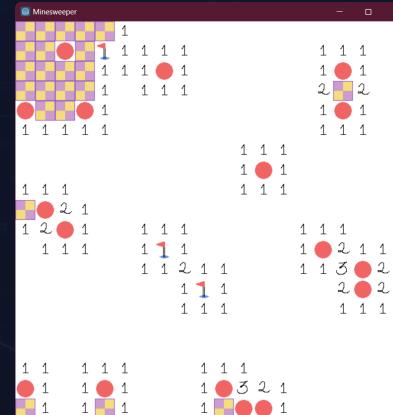


Figure 6: Minesweeper: Wrote all the logic by myself (Wikipedia:Flood\_fill ⇒ Flood\_fill)

original file @/resources/godot/minesweeper.png



Figure 7: Pop The Lock: Made all the assets using Krita’s Vector Layers

original file @/resources/godot/pop\_the\_lock.png

# = Fractured Elements

Timer (seconds): 1.3 of 3.0  
Sprite Index: 1 of 2  
Player Speed: (0.00, 0.00)  
(max horizontal speed: 1.5)



Figure 8: Main Mechanic: Continuous Change

[original file @/resources/fractured-elements/hero-switching.gif](#)

“ Visually nice platformer game with a pixel art approach and switching characters that allow either melee or ranged attacks. Multiple levels make it interesting and force the player to master their jumping and attacking skills. There is a final boss for the finale. One improvement I would suggest is that I was unsure what caused me to change between the characters - I was not sure if it was timed, depending on where I was in the level or a button press. Well done to all involved in the game and the hard work you put into it! ”

— Anonymous judge feedback

Criteria	Rank	Score*	Raw Score
Gameplay	#2	3.286	3.600
Presentation	#2	3.469	3.800
Creativity	#3	2.739	3.000
Enjoyment	#3	2.921	3.200

# = Fractured Elements

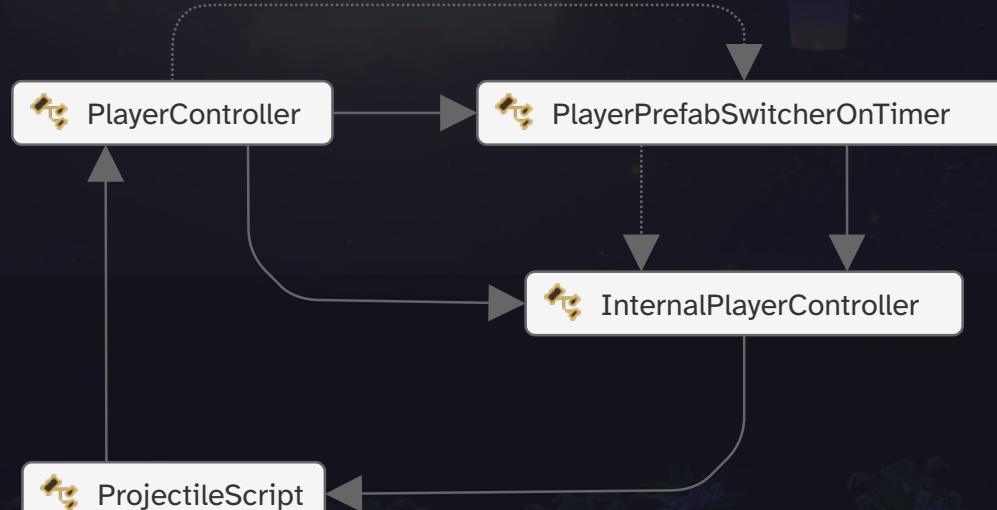


Figure 9: Player Script Graph  
original file  
[@/resources/fractured-elements/player-scripts-hierarchy.svg](#)

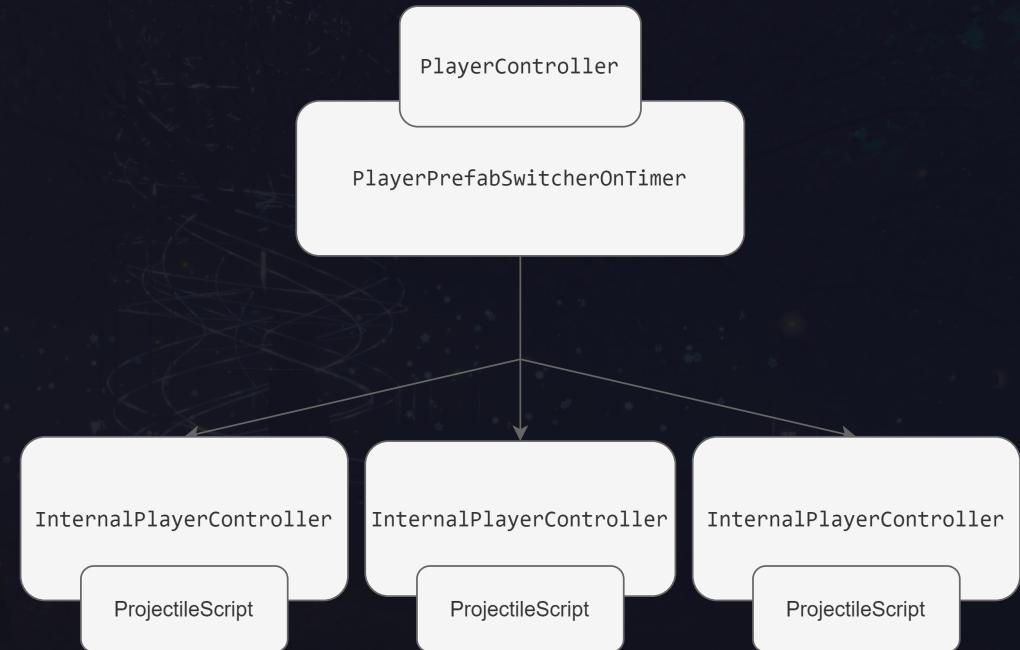


Figure 10: Player Script Hierarchy  
original file [@/resources/fractured-elements/player.svg](#)

## = Fractured Elements



Figure 11: Shasank and Me

[original file @/resources/fractured-elements/shashank-and-me.jpg](#)

### ≡ Key Points

- Core Game Mechanics
- Character Transition System
- Attack Mechanic (thanks Terraria)
  - Hammer (melee) for Dwarf
  - Bow and Arrow (ranged) for Elf

### ≡ Technologies Used

- Unity

### ≡ Links

- [GitHub:pawarherschel/CovUniGJ2024](#)
  - | First Commit: 2024-07-22
- [itch:pawarherschel:fractured-elements](#) ⇒ Fractured Elements

# = Cosmos Conquerors



Figure 12: Main Mechanic: Roles Reversed

original file @/resources/cosmos-conquerors/screenshot.png



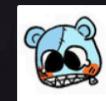
Gabriel Toschi 1 year ago (+1)

Cool concept and you made it work! More enemies and a better control of the ships and what ship would shoot would be nice

[Like](#) [Reply](#) [Delete](#) [Report](#) [Ban...](#)

Figure 13: Comment by “Gabriel Toschi”

original file @/resources/cosmos-conquerors/comment 1.png



Zimizeh Submitted 1 year ago (+1)

Interesting concept! More variations in the future would be great!



Submitted  
EB-87

[Like](#) [Reply](#) [Delete](#) [Report](#) [Ban...](#)

Figure 14: Comment by “Zimizeh”

original file @/resources/cosmos-conquerors/comment 2.png

## ≡ Key Points

- Solo Development

## ≡ Technologies Used

- Godot

## ≡ Links

- [GitHub:pawarherschel/GMTK2023](#)  
| First Commit: 2023-07-08
- [itch:pawarherschel:cosmos-conquerors](#) ==> [Cosmos Conquerors](#)

## ☰ Spicing things up



Figure 15: All invaders shooting

[original file](#) [@/resources/cosmos-conquerors/invaders-shooting.gif](#)

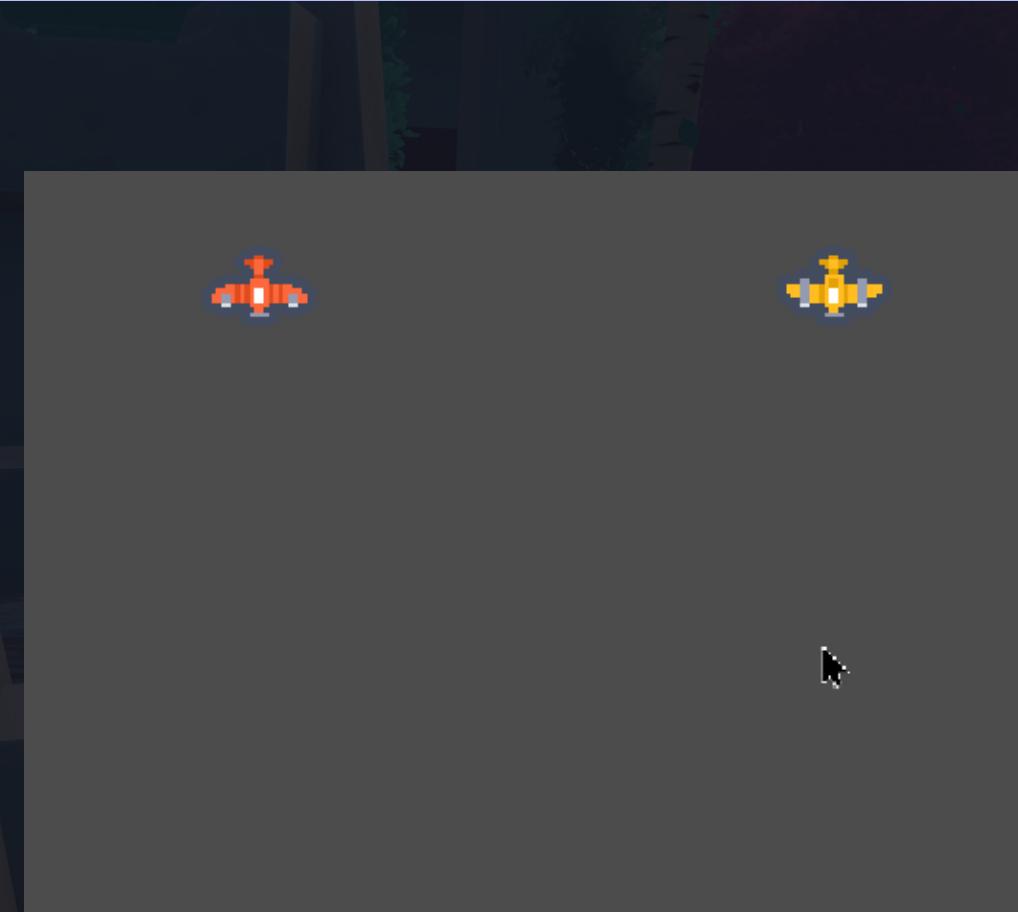


Figure 16: Two invaders shooting  
original file

[original file](#) [@/resources/cosmos-conquerors/two-invaders-shooting.gif](#)

# = Bevy Pong

```
1 // taken from: @/src/ball.rs
2
3 fn startup(
4     mut commands: Commands,
5     mut meshes: ResMut<Assets<Mesh>>,
6     mut materials: ResMut<Assets<ColorMaterial>>,
7 ) { /* .. omit .. */ }
8
9 fn update(
10     mut query: Query<(Entity, &mut Transform), With<Ball>>,
11     mut flip: EventWriter<Flip>,
12     mut create_score: EventWriter<CreateScore>,
13 ) { /* .. omit .. */ }
14
15 fn flip_handler(
16     mut flips: EventReader<Flip>,
17     mut query: Query<&mut Velocity, With<Ball>>,
18 ) { /* .. omit .. */ }
19
```



```
20 fn respawn_handler(
21     mut respawn: EventReader<Respawn>,
22     mut query: Query<
23         (&mut Transform, &mut Velocity), With<Ball>
24     >,
25 ) { /* .. omit .. */ }
26
27 fn paddle_collision(
28     ball: Query<
29         (Entity, &Transform),
30         (With<Ball>, (Without<Player>,
31             Without<Enemy>))
32     >,
33     paddles: Query<
34         &Transform,
35         (Or<(With<Player>, With<Enemy>)>,
36             Without<Ball>)
37     >,
38     mut flip: EventWriter<Flip>,
39 ) { /* .. omit .. */ }
```



# = Bevy Pong

```
1 // taken from: @/src/lib.rs          Rust
2
3 impl bevy::prelude::Plugin for Pong {
4     fn build(&self, app: &mut App) {
5         app.add_plugins(
6             DefaultPlugins.set(
7                 WindowPlugin { /* .. omit .. */ }
8             ),
9         )
10        .add_systems(Startup, setup_camera)
11        .add_plugins(velocity::Plugin)
12        .add_plugins(player::Plugin)
13        .add_plugins(resolution::Plugin)
14        .add_plugins(last_mouse_position::Plugin)
15        .add_plugins(ball::Plugin)
16        .add_plugins(score::Plugin)
17        .add_plugins(enemy::Plugin);
18    }
19 }
```

## ☰ Key Points

- Learn ECS and Bevy

## ☰ Technologies Used

- Rust
- Bevy (Game Engine)

## ☰ Links

- [GitHub:pawarherschel/bevy-pong](#)  
| First Commit: 2024-10-26
- [YouTube:CnoDOc6MLQY](#) ⇒ Chris Biscardi - Bevy: A case study in ergonomic Rust ← Rust Nation UK
- [Steam:2198150](#) ⇒ Tiny Glade



Figure 17: OpenGL Renderer Progress

[original file](#) [@/resources/learn-opengl.png](#)

## ☰ Key Points

- Tried to use modern C++
  - Failed because I'm on Windows
  - Modern C++ didn't feel cohesive
- Reached the [Transformations Chapter](#)

## ☰ Technologies Used

- C++
- OpenGL

## ☰ Links

- [GitHub:pawarherschel/learn-opengl](#)
  - | First Commit: 2024-11-01
- [Learn OpenGL Book](#)

# = Artsy Projects

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- [Krita Palette Creator](#) ..... September 2024
- [Ray Tracing in Rust](#) ..... November 2023
- [Kait](#) ..... 2021
- [Pixel Art](#) ..... { 2023, 2024 }
- [Scanlation Work](#) ..... 2020

# = Krita Palette Creator



Figure 18: Original Image

original file @/resources/krita-palette-creator/original.png

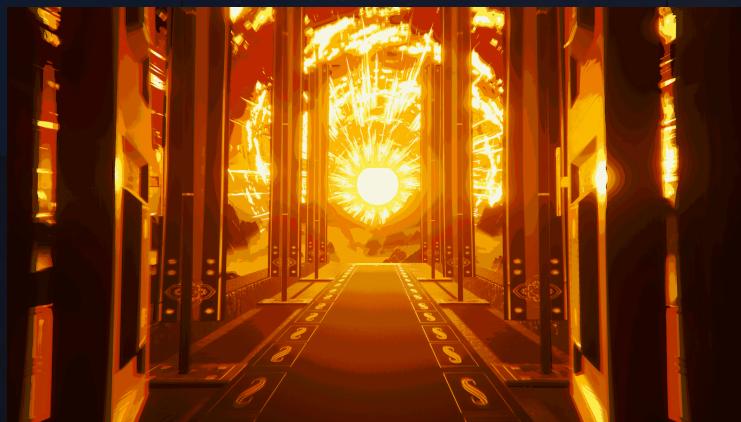


Figure 19: Quantized Image

original file @/resources/krita-palette-creator/processed.png



Figure 20: Colors Used

original file @/resources/krita-palette-creator/palette.png

## ≡ Key Points

- Implemented color quantization by using median cut algorithm (Ported the Java code)

## ≡ Technologies Used

- Rust

## ≡ Links

- [Rosetta Code Page](#)
- [Wikipedia:Median\\_cut](#) ⇒ Median Cut
- [Wikipedia:Color\\_quantization](#) ⇒ Color Quantization
- [GitHub:pawarherschel/krita-palette-creator](#)

| First Commit: 2024-12-16

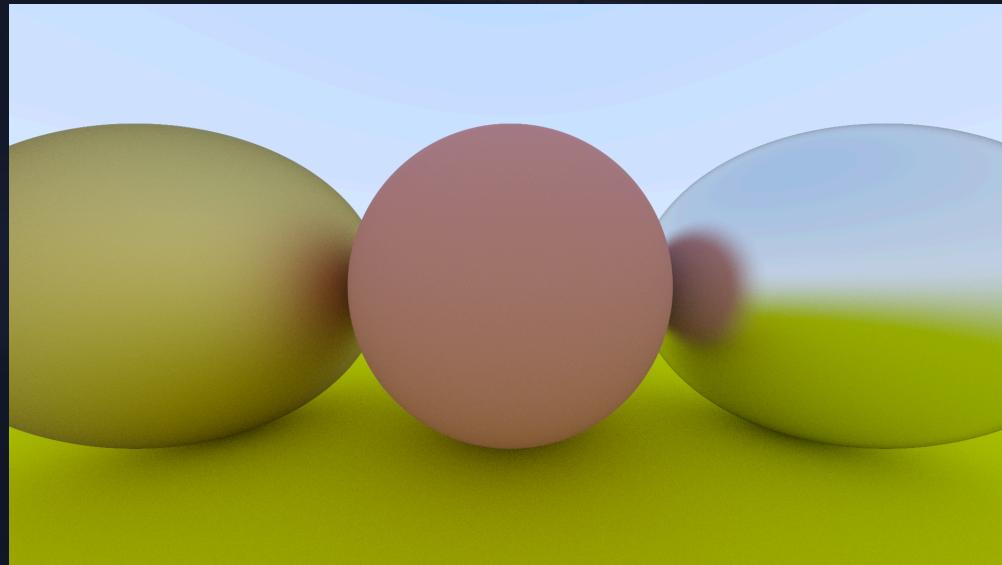


Figure 21: Ray Tracer Output

original file @/resources/raytracing.png

Resolution : 1920 \* 1080

Laptop CPU : i5-8350U (8 Cores)

Number of Runs : 10

Time (mean  $\pm \sigma$ ) : 76.861s  $\pm$  2.590s

Range (min ... max) : 70.564s ... 79.588s

## ☰ Key Points

- Learned how to make declarative macros
- Made a custom Vec3 struct with auto-vectorization in mind
- Used traits (interfaces) for modularity
- Parallel Rendering

## ☰ Technologies Used

- Rust

## ☰ Links

- <https://raytracing.github.io/>
- [GitHub:pawarherschel/raytracinginrust](https://github.com/pawarherschel/raytracinginrust)  
| First Commit: 2023-11-23



Figure 22: Original Character: Kait

[original file @/resources/kait.png](#)

## ☰ Key Points

- First foray into 3d model development
- Learned character design
- Consistently used Heart motifs

## ☰ Technologies Used

- [VRoid Studio](#)
- [Adobe Photoshop](#)

## ☰ Links

- [VRM File](#)

## = Pixel Art



Figure 23: Pixel Art of Charmander waving it's arms looking stupid (affectionate)

[original file @/resources/pixel-art/banner.gif](#)

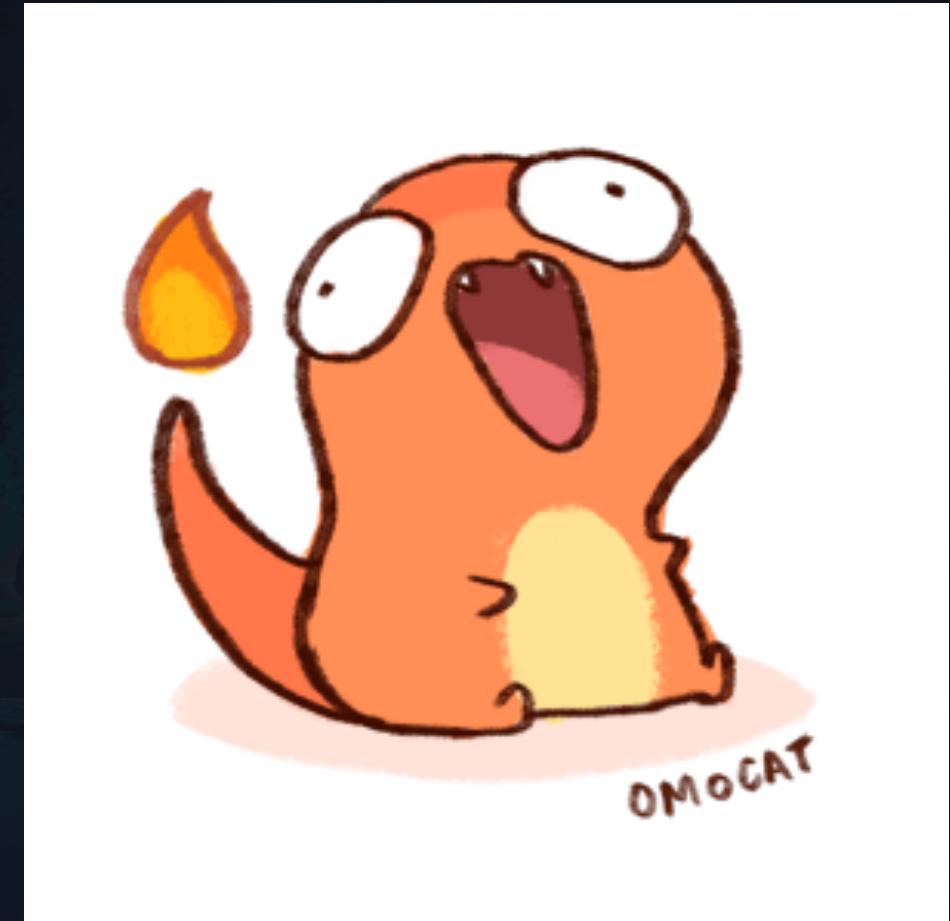


Figure 24: [original source: omocat's tumblr blog: pikachu needed friends](#)

[original file @/resources/pixel-art/charmander-original.gif](#)

## ≡ Rust for Lunch



Figure 25: Rust for Lunch Fan Art

[original file @/resources/pixel-art/rfl.png](#)

## ≡ Fractured Elements



Figure 26: Fractured Elements Logo

[original file @/resources/pixel-art/fractured-elements.png](#)

# = Scanlation Work



Figure 27: Original Ver.

[original file @/resources/scanlation/original.jpg](#)



Figure 28: Edited Ver.

[original file @/resources/scanlation/product.jpg](#)

Danbooru:pools:17121

Original Title: 助けた女が吸血図だった図者の話。

Translated Title: The Story of a Doctor Who Saved a Girl Who Turned Out to Be a Vampire

Original By:  
Tsukinami Kousuke

Original at:  
Twitter:tuki\_nami

### ☰ Skills Learned

- Image Editing and Cleaning (Adobe Photoshop)
- Typesetting and Lettering
- Teamwork and Collaboration across timezones

# = Non-game Development Projects

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- VRCX Insights ..... 2023
- Booth Archiver ..... 2023
- Real-Time WebSocket Synchronization with Durable Objects December 2024

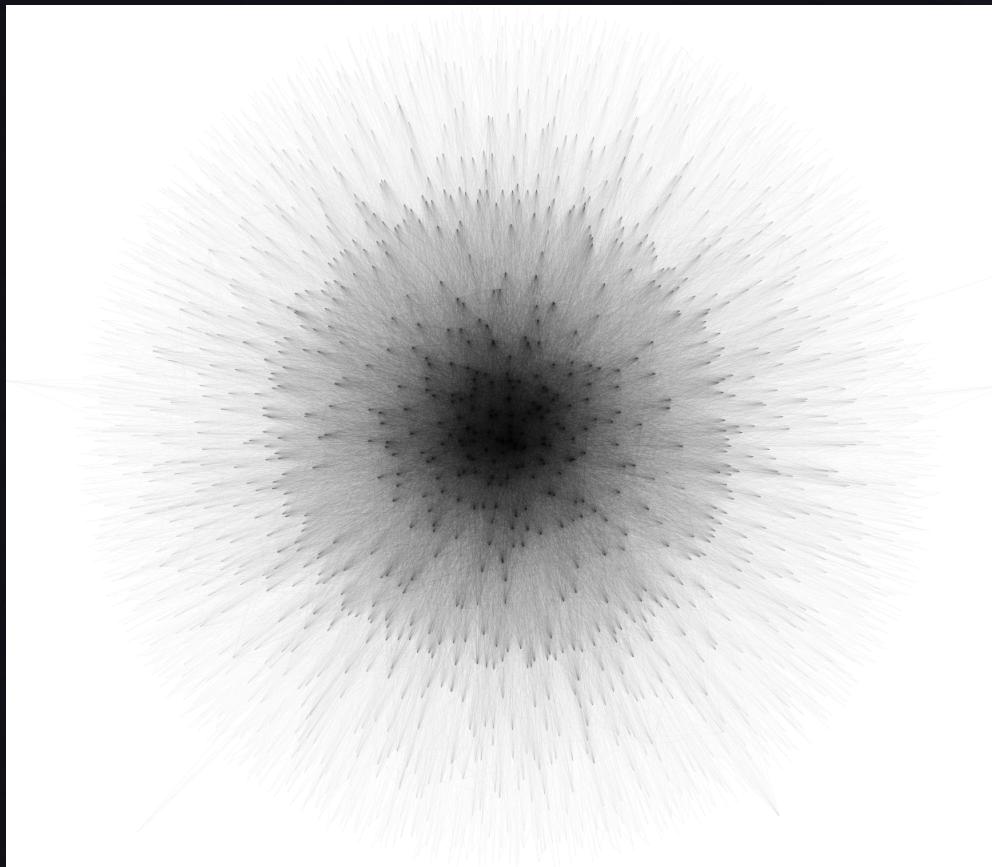


Figure 29: Preview of the image generated by the program

**original file @/resources/vrcx.png**

## ☰ Key Points

- Implemented a simple (but surprisingly effective) data mining algorithm based on thresholds
- Uses an external data source

## ☰ Technologies Used

- Rust
- SQLite
- Tokio (Async Framework)

## ☰ Links

- [GitHub:pawarherschel/vrcx-insights](#)  
| First Commit: 2023-11-19
- [Wikipedia:Six\\_degrees\\_of\\_separation](#) ⇒ [Six\\_degrees\\_of\\_separation](#)

## Key Points

- First Rust project
- Archives wishlist from Booth
- Compiles the data into an Excel Spreadsheet

## Technologies Used

- Rust

## Links

[GitHub:pawarherschel/booth\\_archiver](https://github.com/pawarherschel/booth_archiver)

| First Commit: 2023-07-28

# = Real-Time WebSocket Synchronization with Durable Objects

“Durable Objects provide a building block for stateful applications and distributed systems.

Use Durable Objects to build applications that need coordination among multiple clients, like collaborative editing tools, interactive chat, multiplayer games, and deep distributed systems, without requiring you to build serialization and coordination primitives on your own.

...omitted...

Therefore, Durable Objects enable stateful serverless applications.”

— [Cloudflare Durable Objects Documentation](#)

## ≡ Key Points

- Learned networking code
- Precursor to making online multiplayer games
- Ease of use in browser

## ≡ Technologies Used

- Cloudflare Workers
- Durable Objects
- WebSocket
- TypeScript

## ≡ Links

- [GitHub:pawarherschel/workers...](#)  
| First Commit: 2024-12-01

## ≡ Key Points

- Wanted to learn how to make frontend for a language
- Used a language known for it's small compiler frontend footprint
- Used Cranelift, an alternative to LLVM written in pure rust

## ≡ Technologies Used

- Rust
- Cranelift

## ≡ Links

- [Compiling Brainfuck code - Part 3: A Cranelift JIT Compiler](#)
- [GitHub:pawarherschel/BFCranelift](#)
  - | First Commit: 2024-11-17
- [YouTube:ilhSdmv6bAY](#) ⇒ Compilers in Rust: Cranelift, the All-Rust Codegen Alternative to LLVM (No C/C++, Part 1)  
==>[regionaltantrums](#)

# = Skills

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Just a quick overview :3

## ≡ Natural Languages

1. English
2. Hindi
3. Marathi
4. Finnish (learning)

## ≡ Software Tools

1. Photoshop
2. Krita
3. Godot
4. Typst
5. VRoid Studio

## ≡ Knowledge Areas

1. Cloudflare
2. Linux
3. NixOS
4. Docker
5. Ansible

## ≡ Personal Interests

1. Game Development
2. GPU Acceleration
3. VRChat
4. NixOS
5. Manga & Scanlation

# = Conclusion

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“ Creativity is just connecting things. When you ask creative people how they did something, they feel a little guilty because they didn't really do it, they just saw something. It seemed obvious to them after a while. That's because they were able to connect experiences they've had and synthesize new things. And the reason they were able to do that was that they've had more experiences or they have thought more about their experiences than other people. Unfortunately, that's too rare a commodity. A lot of people in our industry haven't had very diverse experiences. So they don't have enough dots to connect, and they end up with very linear solutions without a broad perspective on the problem. The broader one's understanding of the human experience, the better design we will have. ”

– Steve Jobs

## ≡ Tired

- Memory safety without garbage collection
- Fast code, comparable to C
- Increasing industry adoption
- One language which truely fits all
  - Game Development: Bevy ECS
  - Rendering: WGPU
  - Embeded: Embedded Rust Ecosystem
  - Data Science
  - Systems Programming
  - Web Dev (if required)

## ≡ Wired

- Reduced cognitive overhead
- Awesome tooling
- Welcoming and inclusive community
- Ownership and Borrowing system works perfectly with my brain
- Functional language, but people ship with it
- No `throw` exception or `nullptr` or ambiguous null objects!
  - `Result<T, E>` and `Option<T>` FTW
- No implicit conversion

# = Appendix

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