

Portfolio Presentation

Aalto University Game Design and Development Interview

Herschel Pravin Pawar

March 19, 2025



= Outline

= Outline

= Outline	1
= Introduction	2
= Game Development Projects	4
== Fractured Elements	5
== Cosmos Conquerors	6
== Bevy Pong	7
== Godot Games	8
= Artsy Projects	9
== Krita Palette Creator	10
== Ray Tracing in Rust	11
== Kait	12
== Pixel Art	13
==== Rust for Lunch	14
==== Fractured Elements	14
== Minecraft	15

= Outline

==== Suica Inspired Card	15
==== High-Contrast Micro Icons	15
== Vector	16
==== Personal Logo	16
==== Downy Mildew Advice	16
== Scanlation Work	17
= Non-game Development Projects	18
== VRCX Insights	19
== Booth Archiver	20
== Real-Time WebSocket Synchronization with Durable Objects	21
== Brainfuck Compiler with Cranelift	22
== NixOS	23
= Skills	24
== Natural Languages	25
== Software Tools	25

= Outline

== Knowledge Areas	25
== Personal Interests	25
= Conclusion	26
= Appendix	26
== List of Images	29
== List of Tables	31
== Table of Links	31

Portfolio Presentation

Aalto University Game Design and Development Interview

Herschel Pravin Pawar

March 19, 2025

= Introduction

= Introduction



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

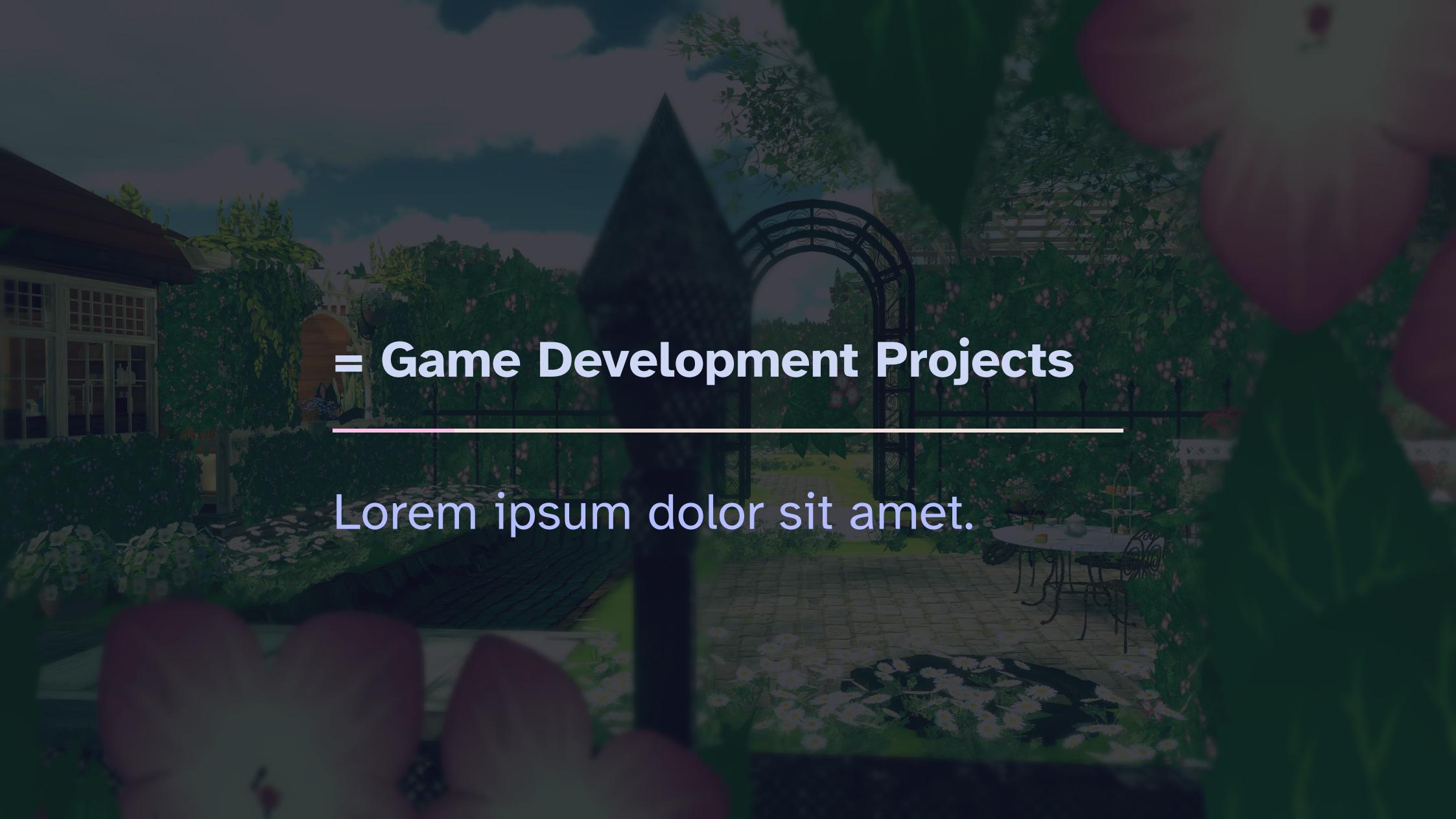


Herschel Pravin Pawar
[sakurakat.systems](#)

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.



[GitHub:pawarherschel/UniOfAaltoInterviewSlides](#)



= Game Development Projects

 Lorem ipsum dolor sit amet.

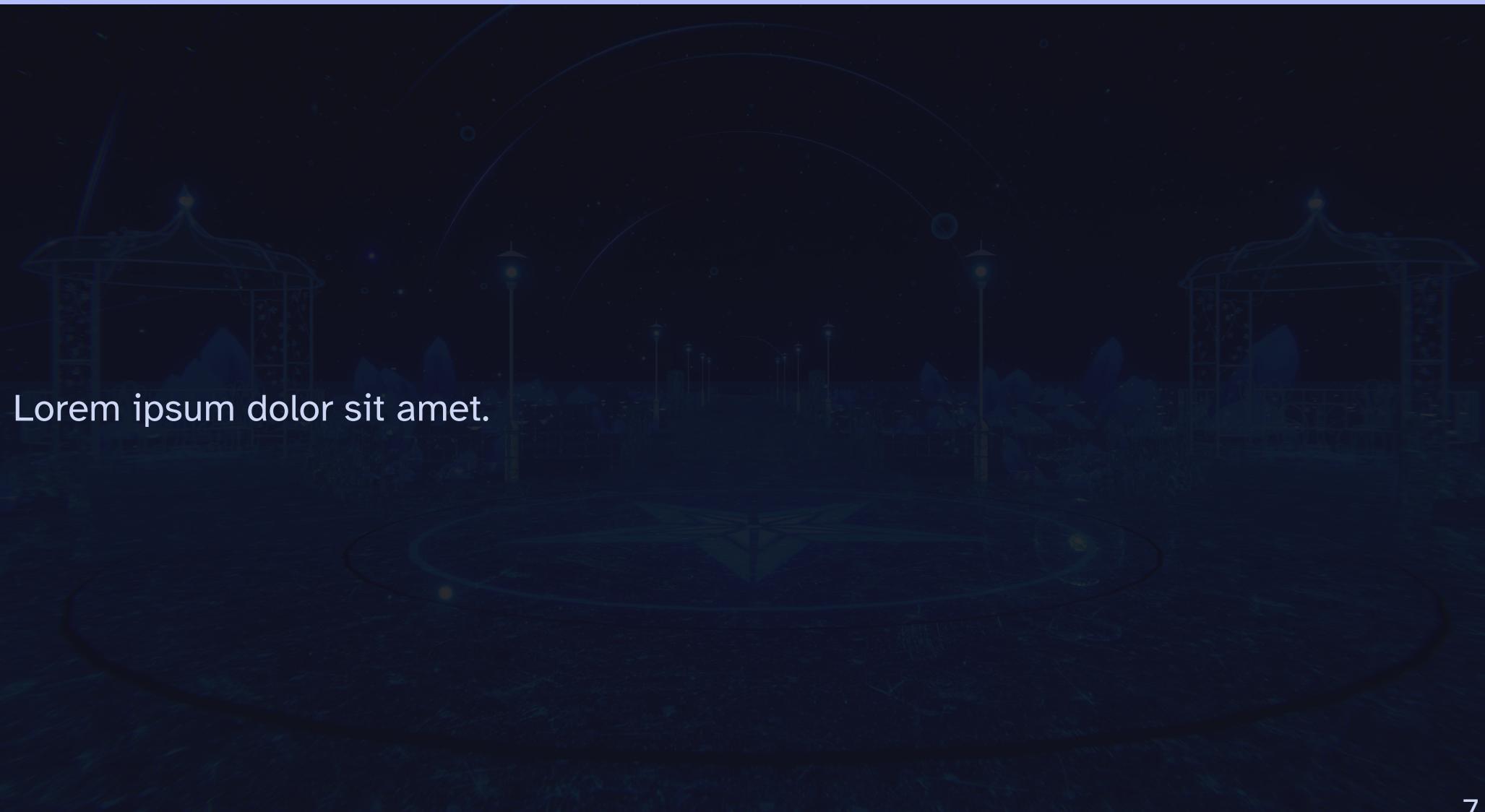
== Fractured Elements

Lorem ipsum dolor sit amet.

== Cosmos Conquerors

Lorem ipsum dolor sit amet.

== Bevy Pong



 Lorem ipsum dolor sit amet.

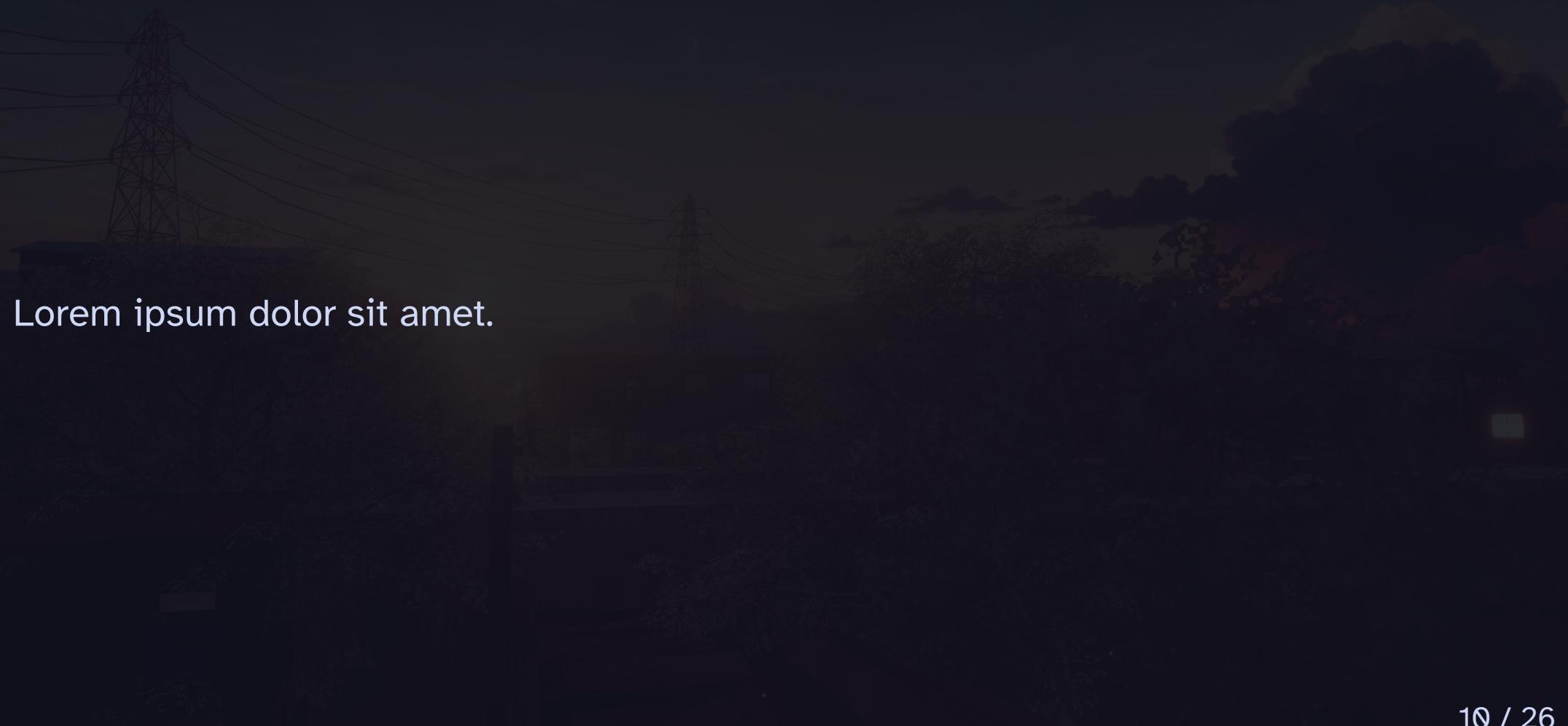
== Godot Games

Placeholder text: Lorem ipsum dolor sit amet.

= Artsy Projects

 Lorem ipsum dolor sit amet.

== Krita Palette Creator



Lorem ipsum dolor sit amet.

== Ray Tracing in Rust

 Lorem ipsum dolor sit amet.

== Kait

Placeholder text for the slide.
Lorem ipsum dolor sit amet.

== Pixel Art



Figure 2: Charmander

original file @ [resources/derpy charmander.gif](#)

== Pixel Art

==== Rust for Lunch



Figure 3: Rust for Lunch

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

==== Fractured Elements



Figure 4: Fractured Elements

[original file @ resources/preview--fractured-elements-logo.png](#)

== Minecraft

==== Suica Inspired Card



Figure 5: Adult Single Journey Ticket
original file @ [resources/x_journey_ticket.png](#)

==== High-Contrast Micro Icons

Limitation: each icon could only be 7x7



Figure 6: Locked and unlocked icons
original file @ [resources/mc.png](#)

== Vector

==== Personal Logo



Figure 7: sakurakat.systems
[original file @ resources/kibty.svg](#)

==== Downy Mildew Advice

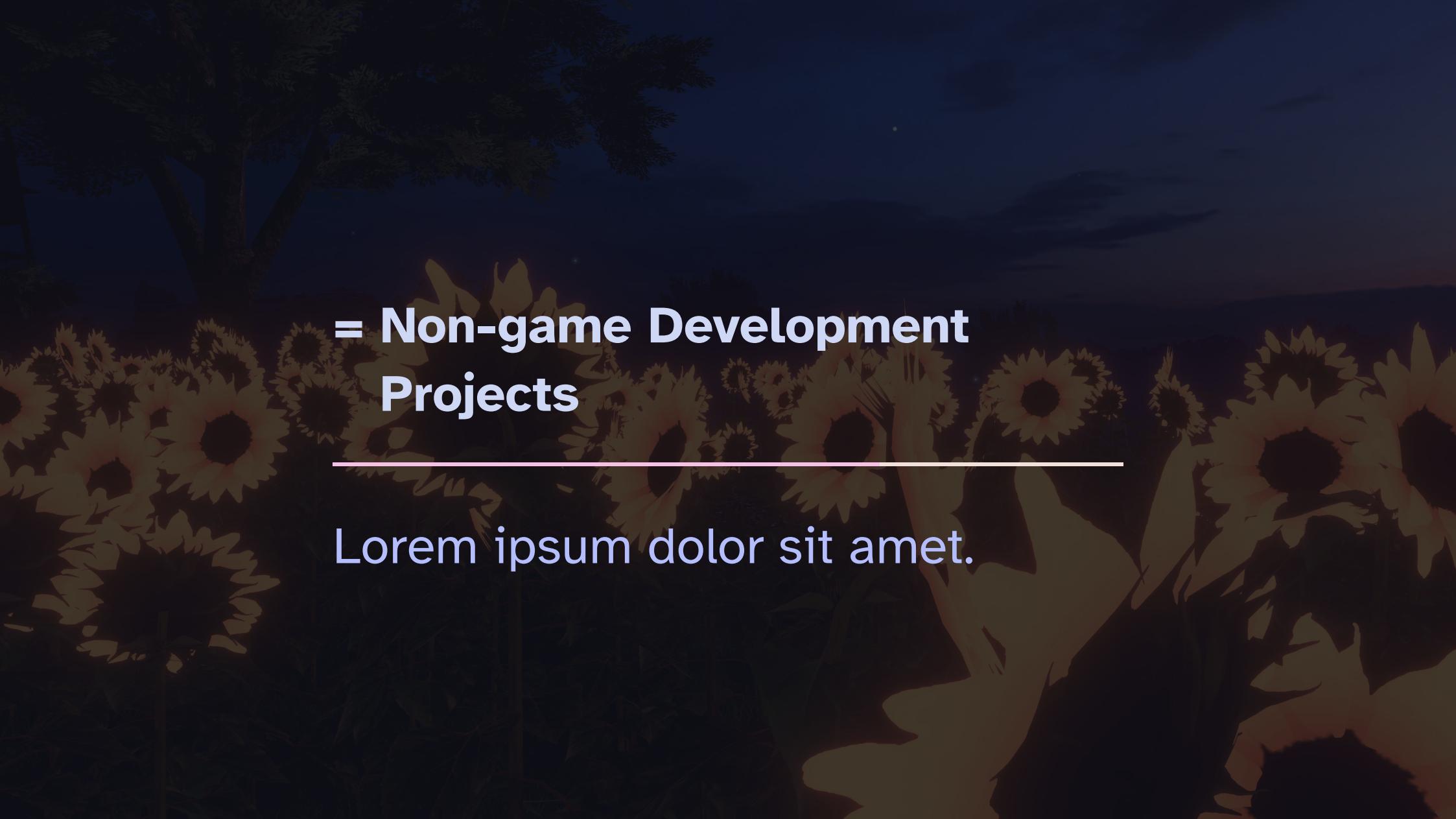
Note: The image is png and not svg as I made this in Krita using the vector layers



Figure 8: Downy Mildew Advice
[original file @ resources/Downy Mildew Advice v2.png](#)

== Scanlation Work

Placeholder text: Lorem ipsum dolor sit amet.



= Non-game Development Projects

 Lorem ipsum dolor sit amet.

== VRCX Insights

Placeholder text: Lorem ipsum dolor sit amet.

== Booth Archiver

Placeholder text for the main image area.
Lorem ipsum dolor sit amet.



== Real-Time WebSocket Synchronization with Durable Objects

Placeholder text for the first slide.

== Brainfuck Compiler with Cranelift

 Lorem ipsum dolor sit amet.

== NixOS

 Lorem ipsum dolor sit amet.

= Skills

Just a quick overview :3

== Personal Interests

== 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

Note: I only have a surface level understanding of these things as I learnt just enough for my work requirements

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

= Appendix

meow :3

= Appendix

**The page numbers refer to the *PDF* page numbers
and not the Slide page numbers**

== List of Images

- Figure 1: Image of me

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

8

- Figure 2: Charmander

[original file @ resources/derpy charmander.gif](#)

18

- Figure 3: Rust for Lunch

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

19

- Figure 4: Fractured Elements

[original file @ resources/preview--fractured-elements-logo.png](#)

19

- Figure 5: Adult Single Journet Ticket

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

== List of Images

- Figure 6: Locked and unlocked icons
[original file @ resources/mc.png](#)

20

- Figure 7: sakurakat.systems
[original file @ resources/kibty.svg](#)

20

- Figure 8: Downy Mildew Advice
[original file @ resources/Downy Mildew Advice v2.png](#)

21

21

== Table of Links

pg no	Accompanying Text	Link Destination
8	sakurakat.systems	https://sakurakat.systems
8	GitHub:pawarherschel/ UniOfAaltoInterviewSlides	https://github.com/pawarherschel/UniOfAaltoInterviewSlides
21	Krita	https://krita.org/en/