

# Portfolio Presentation

---

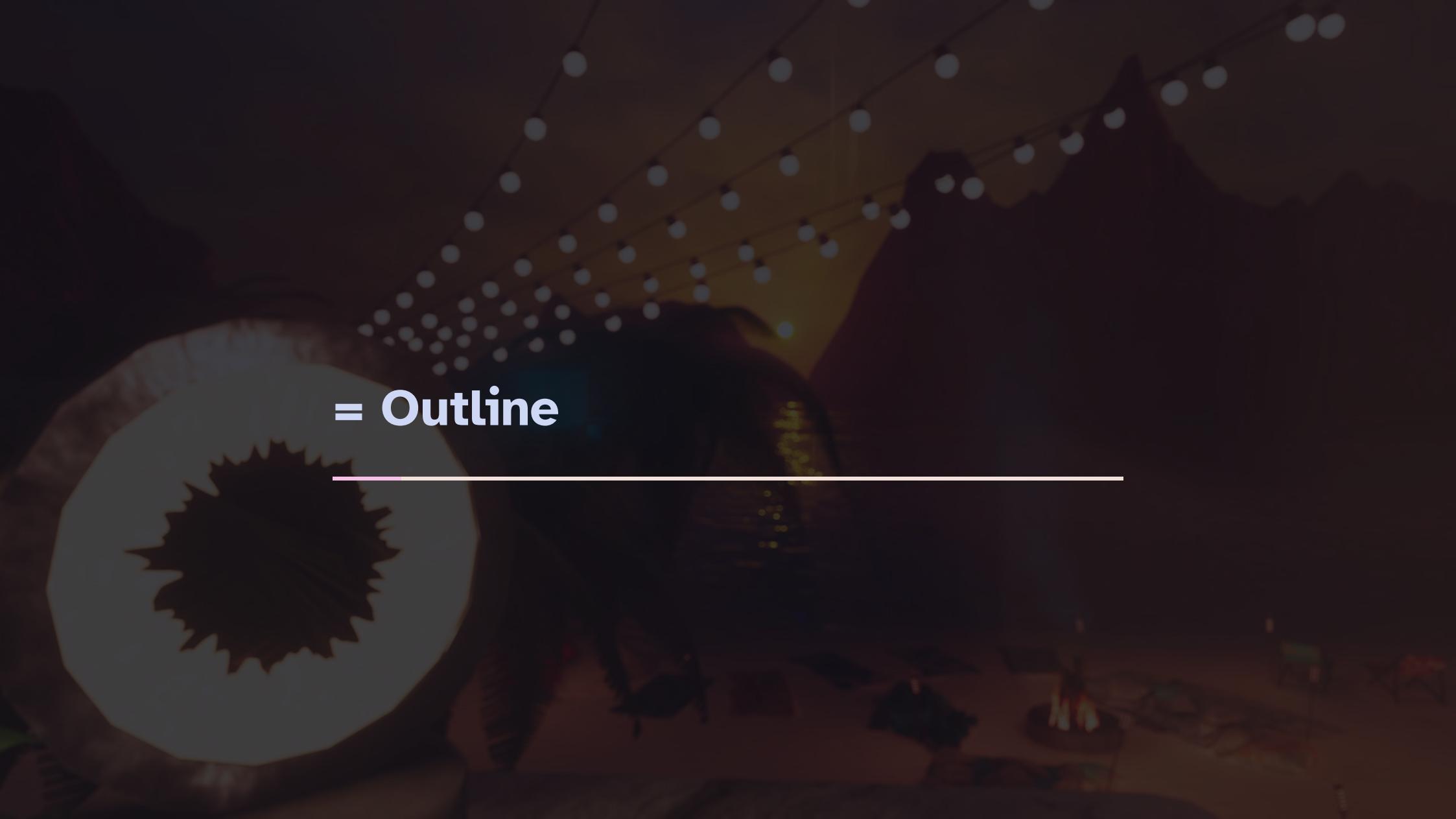
*Aalto University Game Design and Development Interview*

Herschel Pravin Pawar

March 19, 2025

# = Hack so background images are preloaded



The background of the slide is a dark, moody illustration of a night landscape. In the upper right, several strings of white Christmas lights hang from a dark branch. In the lower right, a small campfire with orange flames sits on a rocky ledge. A large, bright, circular light source, resembling a full moon or a giant eye, dominates the left side of the frame, casting a glow over the scene. The overall atmosphere is mysterious and dreamlike.

= Outline

---

# = Outline

= Hack so background images are preloaded .....	1
= Outline .....	2
= Introduction .....	3
= Game Development Projects .....	5
== Fractured Elements .....	6
== Cosmos Conquerors .....	7
== Bevy Pong .....	8
== Godot Games .....	9
== Pixel Art .....	10
==== Rust for Lunch .....	11
==== Fractured Elements .....	11
== Minecraft .....	12
==== Suica Inspired Card .....	12
==== High-Contrast Micro Icons .....	12
== Vector .....	13

# = Outline

==== Personal Logo .....	13
==== Downy Mildew Advice .....	13
== Scanlation Work .....	14
= Non-game Development Projects .....	15
== VRCX Insights .....	16
== Booth Archiver .....	17
== Real-Time WebSocket Synchronization with Durable Objects .....	18
== Brainfuck Compiler with Cranelift .....	19
== NixOS .....	20
= Skills .....	21
== Natural Languages .....	22
== Software Tools .....	22
== Knowledge Areas .....	22
== Personal Interests .....	22
= Conclusion .....	23

# = Outline

= Appendix .....	23
== List of Images .....	26
== List of Tables .....	29
== Table of Links .....	29

# Portfolio Presentation

---

*Aalto University Game Design and Development Interview*

Herschel Pravin Pawar

March 19, 2025

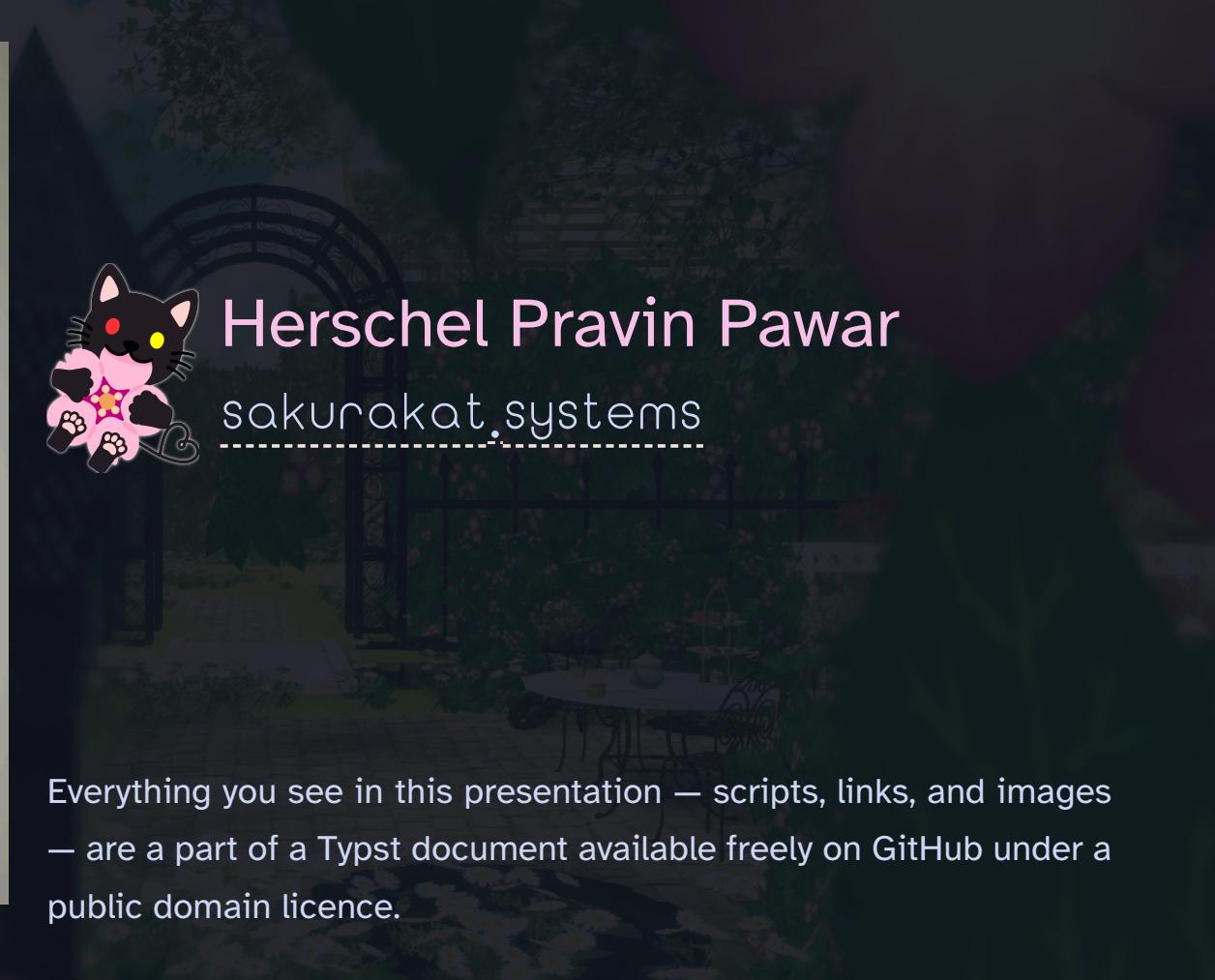
# = Introduction

---

## = 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

*Placeholder text: Lorem ipsum dolor sit amet.*

# == Bevy Pong

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

# == Godot Games

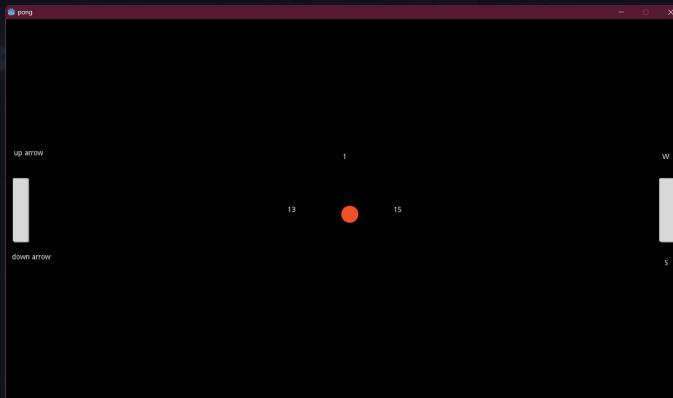


Figure 2: Pong: It starts here

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

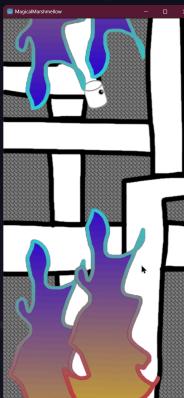


Figure 3: Magical Marshmellow: made my first sfx

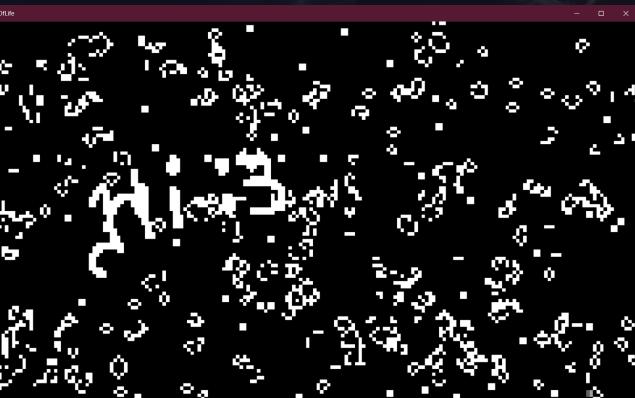


Figure 4: Conway's Game of Life: I ❤️ Maths

[original file @ resources/godot/game\\_of\\_life.png](#)



Figure 5: Meme Invaders: First from scratch game

[original file @ resources/godot/meme\\_invaders.png](#)

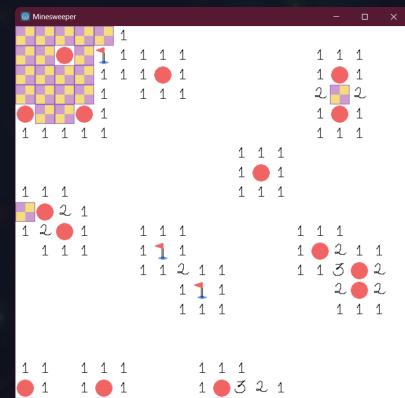


Figure 6: Made the sprites

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



Figure 7: Used BFXR for SFX

[original file @ resources/godot/pop\\_the\\_lock.png](#)

## == Pixel Art



Figure 8: Charmander

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

## == Pixel Art

### ==== Rust for Lunch



Figure 9: Rust for Lunch

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

### ==== Fractured Elements



Figure 10: Fractured Elements

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

== Minecraft

==== Suica Inspired Card



Figure 11: Adult Single Journey Ticket  
original file @ [resources/x\\_journey\\_ticket.png](#)

==== High-Contrast Micro Icons

**Limitation:** each icon could only be 7x7



Figure 12: Locked and unlocked icons  
original file @ [resources/mc.png](#)

== Vector

==== Personal Logo



Figure 13: sakurakat.systems  
[original file @ resources/kibty.svg](#)

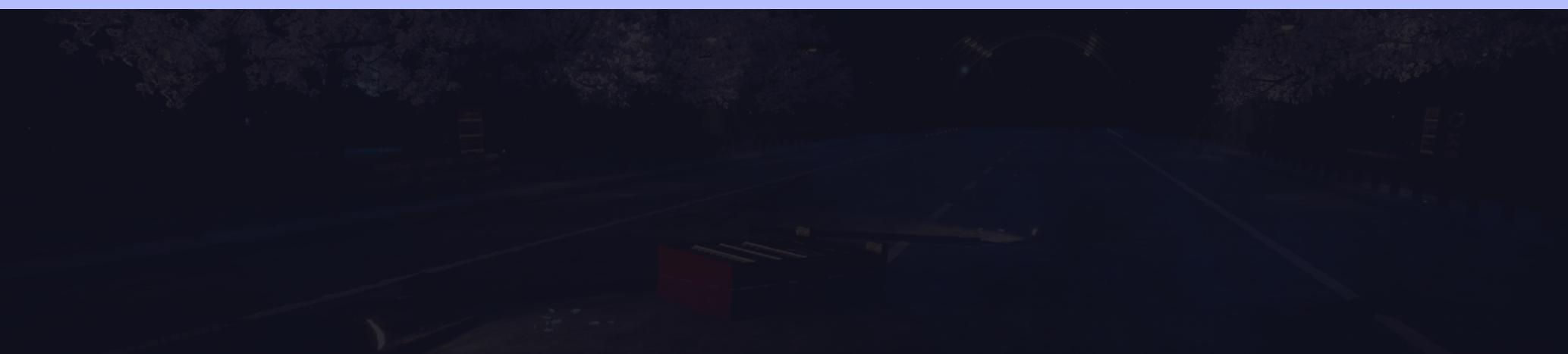
==== Downy Mildew Advice

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



Figure 14: Downy Mildew Advice  
[original file @ resources/Downy Mildew Advice v2.png](#)

## == Scanlation Work



Lorem ipsum dolor sit amet.



## = Non-game Development Projects

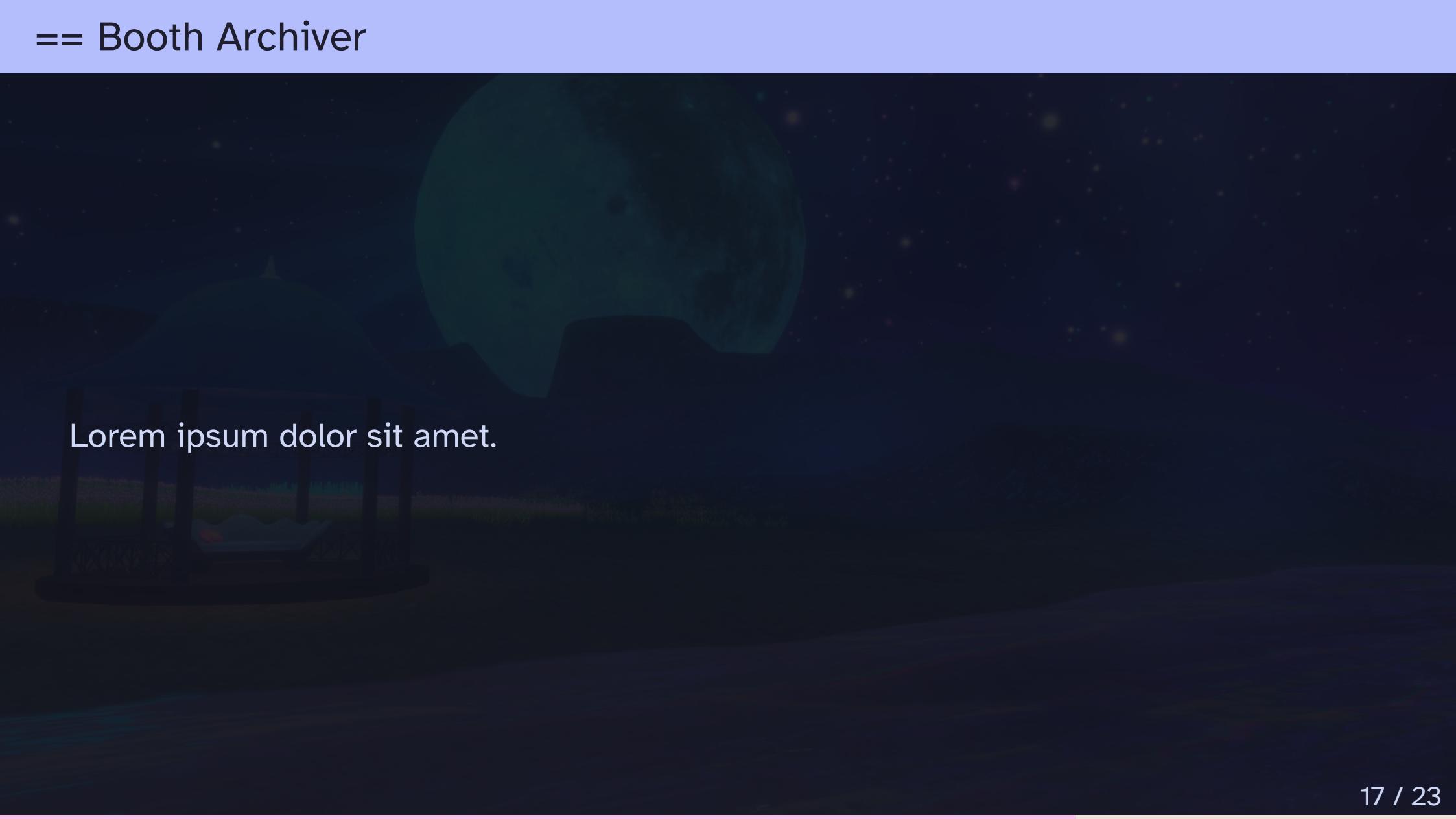
---

  Lorem ipsum dolor sit amet.

# == VRCX Insights

*Lorum ipsum dolor sit amet.*

# == Booth Archiver

Lorem ipsum dolor sit amet.

## == Real-Time WebSocket Synchronization with Durable Objects

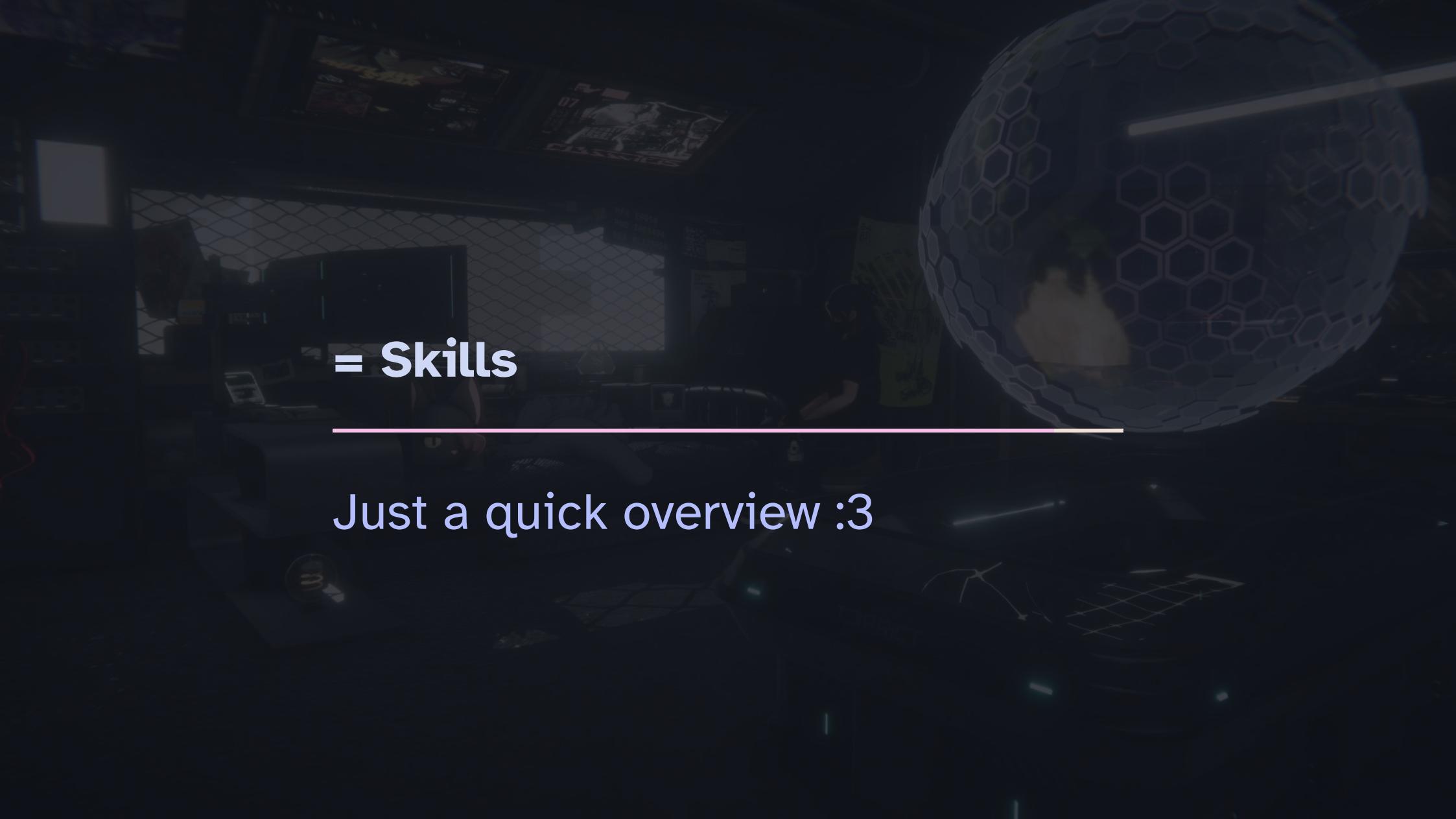
*Placeholder text for the slide content.*  
Lorem ipsum dolor sit amet.

# == Brainfuck Compiler with Cranelift

  Lorem ipsum dolor sit amet.

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](#)

9

- Figure 2: Pong: It starts here

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

14

- Figure 3: Magical Marshmellow: made my first sfx

[original file @ resources/godot/magical\\_marshallmellow.png](#)

14

- Figure 4: Conway's Game of Life: I ❤️ Maths

[original file @ resources/godot/game\\_of\\_life.png](#)

14

- Figure 5: Meme Invaders: First from scratch game

[original file @ resources/godot/meme\\_invaders.png](#)

## == List of Images

- Figure 6: Made the sprites

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

14

- Figure 7: Used BFXR for SFX

[original file @ resources/godot/pop\\_the\\_lock.png](#)

14

- Figure 8: Charmander

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

14

- Figure 9: Rust for Lunch

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

15

- Figure 10: Fractured Elements

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

16

## == List of Images

- Figure 11: Adult Single Journet Ticket  
[original file @ resources/x\\_journey\\_ticket.png](#)

16

- Figure 12: Locked and unlocked icons  
[original file @ resources/mc.png](#)

17

- Figure 13: sakurakat.systems  
[original file @ resources/kibty.svg](#)

17

- Figure 14: Downy Mildew Advice  
[original file @ resources/Downy Mildew Advice v2.png](#)

18

18

## == Table of Links

pg no	Accompanying Text	Link Destination
9	sakurakat.systems	<a href="https://sakurakat.systems">https://sakurakat.systems</a>
9	GitHub:pawarherschel/ UniOfAaltoInterviewSlides	<a href="https://github.com/pawarherschel/UniOfAaltoInterviewSlides">https://github.com/pawarherschel/UniOfAaltoInterviewSlides</a>
18	Krita	<a href="https://krita.org/en/">https://krita.org/en/</a>