

# Herschel Pawar

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*Enthusiastic learner; curious about everything.*

*Passionate about learning and creating; Looking forward to whatever the future brings.*

## Education

	<b>Global Summer School</b> Coventry University	1st July 2024 - 26th July 2024 CU Coventry, 8 Mile Lane, Coventry CV1 2TU, United Kingdom
	<b>Bachelors of Engineering in Information Technology</b> University of Mumbai	2020 - 2024 MGM College of Engineering and Technology, Kamothe, Navi Mumbai, India
	<b>Higher Secondary School Certificate</b> Central Board of Secondary Education	2018 - 2020 Greenfingers Global School, Kharghar, Navi Mumbai, India
	<b>Secondary School Certificate</b> Indian Certificate of Secondary Education	2008 - 2018 Sanjivani International School, Kharghar, Navi Mumbai, India

## Projects & Associations

### Fractured Elements

Coventry University Summer School '24 Game Jam

July 2024

🔗 pawarherschel/CovUniGJ2024

- “Fractured Elements” is a 2D platformer developed for Coventry University’s Summer School Game Jam.
- The main character changes form every few seconds and each form has a unique associated attack.
- Available on itch.io (<https://pawarherschel.itch.io/fractured-elements>)
- My contribution: Worked on game mechanics, character transitions, and attack implementations using Unity and CSharp

Game Development   Unity   C#

### Cosmos Conquerors (GMTK2023)

GMTK2023 Game Jam

2023

🔗 pawarherschel/GMTK2023

- A game made for the GMTK Game Jam 2023, the theme was ‘Roles Reverse’.
- This is a simple game where the roles from the game Space Invaders are reversed.
- Available on itch.io (<https://pawarherschel.itch.io/cosmos-conquerors>)
- My contribution: The whole game.

Game Development   Godot   GDScript

### Bevy Pong

Personal Project

October 2024

🔗 pawarherschel/bevy-pong

- A simple Pong game made with Bevy. It’s being used as playground for networking.
- My contribution: The whole game.

Rust   Bevy   Game Development

### Krita Palette Creator

Personal Project

September 2024

🔗 pawarherschel/krita-palette-creator

- A tool to create Krita and GIMP compatible palettes from images by applying color quantization algorithms.
- It generates a .gpl palette file and creates a preview image for visual reference. Supports adjustable depth levels for quantization and optional color tolerance settings.
- My contribution: Contributed to rosetta code [https://rosettacode.org/wiki/Color\\_quantization#Rust](https://rosettacode.org/wiki/Color_quantization#Rust), and implemented color deduplication by using similarity score.

Rust   Image Processing   Color Quantization   Krita   GIMP   CLI Tool

## Certificates

1st - 26th July 2024	<b>Certificate of Participation in Coventry University Summer Schools Games Design Programme</b> , Shawna Pomeroy (Programme Manager - Summer Schools)	Coventry University, United Kingdom
1st - 26th July 2024	<b>Certificate of Participation in Coventry University's School of Computing, Mathematics and Data Science Summer School in Game Development</b> , Adam Worrallo (Head of Summer School), Faye Mitchell (Head of School), Becky Butler (Dean of College)	Coventry University, United Kingdom

## Skills

### Natural Languages

English | Hindi | Marathi

### Software Tools

Git | Photoshop | Krita | Godot | Microsoft Word | VRoid Studio

### Knowledge Areas

Docker | Cloudflare | Ansible | Linux | NixOS | Power Automate | Web Scraping

### Personal Interests

Manga & Scanlation | VRChat | Game Development | GPU Acceleration