Herschel **Pawar**

📧 sakurakat.systems | 📞 +91 83107 83472 | 🐙 pawarherschel | 💼 pawarherschel |

✉️ pawarherschel@sakurakat.systems | 🆔 0009-0003-3218-801X

Passionate about learning and creating; Looking forward to whatever the future brings.
I occasionally write! Check out my blog and more details at https://sakurakat.systems/

Education

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

Projects & Associations

Fractured Elements   *July 2024*
Coventry University Summer School '24 Game Jam   🐙 *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 to play 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)   *2023*
GMTK2023 Game Jam   🐙 *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 to play on itch.io (https://pawarherschel.itch.io/cosmos-conquerors)
- My contribution: The whole game.

`Game Development` `Godot` `GDScript`

Bevy Pong   *October 2024*
Personal Project   🐙 *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   *September 2024*
Personal Project   🐙 *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 rosettacode 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	**Certificate of Participation in Coventry University Summer Schools Games Design Programme**, Shawnna Pomeroy (Programme Manager - Summer Schools)	*Coventry University, United Kingdom*
1st - 26th July 2024	**Certificate of Participation in Coventry University's School of Computing, Mathematics and Data Science Summer School in Game Development**, 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 | NixOS
Libraries	cranelift | rayon | bevy | tokio | sqlx | surrealdb