

Herschel Pawar

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*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 Coventry University	1st July 2024 - 26th July 2024 CU Coventry, 8 Mile Lane, Coventry CV1 2TU, United Kingdom
	Bachelors of Engineering in Information Technology University of Mumbai	2020 - 2024 MGM College of Engineering and Technology, Kamothe, Navi Mumbai, India
	Higher Secondary School Certificate Central Board of Secondary Education	2018 - 2020 Greenfingers Global School, Kharghar, Navi Mumbai, India
	Secondary School Certificate 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 https://github.com/pawarherschel/CovUniGJ2024
<ul style="list-style-type: none">"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) GMTK2023 Game Jam	2023 https://github.com/pawarherschel/GMTK2023
<ul style="list-style-type: none">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		
	Krita Palette Creator Personal Project	September 2024 https://github.com/pawarherschel/krita-palette-creator
<ul style="list-style-type: none">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. View an example here: https://r2.sakurakat.systems/preview--krita-palette-creator.pngMy 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		
	Your Own Size GameDev.tv Game Jam 2025	May 2025
<ul style="list-style-type: none">Participated in GameDev.tv Game Jam 2025, the theme was 'tiny worlds'Collaborated with people, I was the artist for the gameAvailable to play on itch.io (https://pixelcreations.itch.io/your-own-size)My contribution: Made a dynamic background blur shader so people can appreciate the background art, and contributed some artwork		
Game Development Godot GLSL		
	Parrylord Bevy Jam #6	June 2025 https://github.com/pawarherschel/parrylord
<ul style="list-style-type: none">Participated in 'Bevy Jam #6', the theme was 'Chain Reaction'Learnt how to use the bevy game engine, and thus, used ECS for the game, created a leaderboard system.Available to play on itch.io (https://pawarherschel.itch.io/parrylord)My contribution: Solo Developer		
Game Development Bevy Rust ECS		

Others



Your Own Size

Pixel Art

May 2025
<https://github.com/pawarherschel/your-own-size-assets>

- Artwork for the game 'Your Own Size'
- My contribution: Wood Tileset, Collectibles, itch.io page background, enemies, background art

Pixel Art Your Own Size



Fractured Elements

Pixel Art

2024
<https://r2.sakurakat.systems/preview--fractured-elements-logo.pxo>

- Designed logo for 'Fractured Elements' game.
- My contribution: Conceptualized and designed the logo using Pixelorama to represent the game's theme.

Pixel Art Logo Design Fractured Elements Pixelorama

Certificates

1st - 26th July 2024	Certificate of Participation in Coventry University Summer Schools Games Design Programme , Shawwna 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

Languages	English Hindi Marathi
Software Tools	Git Krita Godot VRoid Studio Typst jj
Knowledge Areas	Docker Cloudflare Ansible Linux NixOS Power Automate Web Scraping
Personal Interests	Manga & Scanlation VRChat Game Development GPU Acceleration NixOS