Introduction Video

Herschel Pravin Pawar

2026-01-04

= Context

- This presentation was made for Aalto University
- Text styled like this are links.
- Acknowledgements are at the end of the presentation
- The list of tables, images, and links is in the Appendix at the end
  - Slides are available for download at https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/refs/heads/main/script.pdf

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= Self Introduction

Who am I?

Figure 1: Herschel Pravin Pawar in a park with flowers on their ears

original file @ assets/me.jpg

Herschel Pravin Pawar

kat 🐱 🌸

sakurakat.systems

Everything you see in this video - scripts, links, and images - is part of a Typst document available freely on GitHub under a public domain licence.

GitHub:pawarherschel/uniofaalto2025

Attributions are in assets/attributions.toml

= Parrylord (Bevy)

Bevy Jam 6

“Chain Reaction”

Turn the tides - convert the bullet hell into bullet heaven by parrying the enemies’ projectiles!

Solo Developer

Figure 2: Preview image for the game "Parrylord" as seen on itch.io

original file @ assets/parrylord.png

Figure 3: In-game leaderboard for the game

original file @ assets/parrylord-leaderboard.png

- First time using Bevy (an ECS in Rust)
- Created an online leaderboard
  - Using a Cloudflare Worker and Cloudflare KV

Result

Criteria	Rank	Score*	Raw Score
Audio	#41	2.750	2.750
Game Design	#57	2.708	2.708
Overall	#60	2.479	2.479
Execution	#66	2.375	2.375
Visuals	#81	2.083	2.083

Ranked from 24 ratings. Score is adjusted from raw score by the median number of ratings per game in the jam.

= Your Own Size (Godot)

GameDev.tv Game Jam 2025

“Tiny Worlds”

Uh Oh, you’ve been shrunk down to the size of a bug! Time to fight your way to the top of his treehouse in the hopes of a cure, or maybe just get some sweet revenge. Still, easier said than done; that looks like a long way up from down here. *Gulp*

Artist

Figure 4: Preview image for the game "Your Own Size" as seen on itch.io

original file @ assets/your-own-size.png

- Minor role as Tech Artist and Coordinator
  - Wrote my first shader :D

Showcase

The problem

Solution

$$\text{blur_level}_t = \begin{cases} \min(\text{blur_level}_{t-1} + \Delta_{\text{time}}, 3.0) & \text{if Moving} \\ \max(\text{blur_level}_{t-1} - \Delta_{\text{time}}, 0.0) & \text{if Idle} \end{cases}$$

$$\begin{aligned} \text{COLOR.rgba} = \text{textureLod}(& \\ & \text{screen_texture}, \\ & \text{SCREEN_UV}, \\ & \text{blur_level}_t \\ &) \end{aligned}$$

Figure 5: GIF of the game showing the background blurring and unblurring

original file @ assets/your-own-size/anim.gif

Result

Criteria	Rank	Score*	Raw Score
Theme	#5	4.594	4.594
Story	#22	4.000	4.000
Overall	#24	4.094	4.094
Aesthetics	#44	4.219	4.219
Fun	#62	3.813	3.813
Music	#118	3.594	3.594
Sound	#159	3.344	3.344
Mechanics	#187	3.313	3.313

Ranked from 32 ratings. Score is adjusted from raw score by the median number of ratings per game in the jam.

= Coventry University Summer School

Committing to Game Dev

Result

Figure 6: Photo of us in the lab

original file @ assets/covuni.jpg

= Fractured Elements (Unity)

Coventry University Summer School ‘24

“Continuous Change”

“2D Platformer”

The main character has latent powers that awaken one day when the elemental golems activated. To gain control over their power, the player needs to defeat the golems.

Figure 7: Logo for the game "Fractured Elements" showing the two active elements of the player.

original file @ assets/fractured-elements.png

Figure 8: Photo of Shashank and me

original file @ assets/shashank-and-me.jpg

Result

Criteria	Rank	Score*	Raw Score
Gameplay	#2	3.286	3.600
Presentation	#2	3.469	3.800
Creativity	#3	2.739	3.000
Enjoyment	#3	2.921	3.200

Ranked from 5 ratings. Score is adjusted from raw score by the median number of ratings per game in the jam.

Visually nice platformer game with a pixel art approach and switching characters that allow either melee or ranged attacks. Multiple levels make it interesting and force the player to master their jumping and attacking skills. There is a final boss for the finale. One improvement I would suggest is that I was unsure what caused me to change between the characters - I was not sure if it was timed, depending on where I was in the level or a button press. Well done to all involved in the game and the hard work you put into it!

= Cosmos Conquerors (Godot)

GMTK Game Jam 2023

“Role Reversal”

It’s time to turn the tables and show those heroes who’s boss!

Cosmos Conquerors

First game jam I participated in

Result

Criteria	Rank	Score*	Raw Score
Enjoyment	#4296	2.237	2.583
Overall	#4652	2.285	2.639
Presentation	#4720	2.237	2.583
Creativity	#4780	2.382	2.750

Ranked from 12 ratings. Score is adjusted from raw score by the median number of ratings per game in the jam.

= Krita Palette Creator (Rust)

I had a recurring problem

I solved the problem

Figure 9: The original full-quality image taken in VRChat

original file @ assets/kpc/2.png

Figure 10: Quantized output of the image

original file @ assets/kpc/2.png.5.png

#05103a #05103c #081436 #1a1e36 #08173e #0c2148 #1e2642 #1a274e #132f4e #252f4f #133057 #243159 #1d3655 #1d375f #213c60 #224e69 #2c3354 #2d3d5b #323f5c #3b455e #334469 #344a74 #3e4c72 #4b547a #476885 #5e688a #5f6b9d #5b90b0 #7e80b4 #a4aed5 #c9daf4 #efe9f7

Figure 11: Quantized colors produced by the program (32 (2^5) colors)

original file @ assets/kpc/2.png.5.png.gpl

= Acknowledgements

Never alone

Heavily Inspired by

Overall Vibe

- Acerola general vibes
- No Boilerplate fast paced style that requires you to read and listen

Creative Inspirations

- Chris Hay webcam editing style
- Leadhead game backgrounds while speaking to the camera

Made with 💜 using

- Typst An alternative to LaTeX written in Rust
- kdenlive Video editor
- Audacity Audio editor
- Touying Slides framework
  - Metropolis Slides theme
  - Touying Exporter Exporting slides to HTML
- Catppuccin The colors :3

Fonts

- Primary font jetbrains mono
- Alternative font SpaceMono Nerd Font Propo
- Emoji font Noto Color Emoji

Important Links

- Repository https://github.com/pawarherschel/uniofaalto2025
- Script Source https://github.com/pawarherschel/uniofaalto2025/blob/main/script.typ
- Script Source Download https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/refs/heads/main/script.typ
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= Appendix

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SpaceMono Nerd Font Propo	"https://fonts.google.com/specimen/Space+Mono"	31
Noto Color Emoji	"https://fonts.google.com/noto/specimen/Noto+Color+Emoji"	31

= Images

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assets/your-own-size.png	1	CosmicalOne	UNLICENSED
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assets/your-own-size/05_sky.png	1	CosmicalOne	UNLICENSED
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