

Herschel Pravin Pawar

Software Engineer specializing in Rust, and game development. My dream is to reduce barriers to building high-performance software, especially in multithreading and GPU/TPU utilization. Beyond technical work, I am committed to empowering others and fostering safe, inclusive learning environments. I write occasionally, scan the QR code for my blog!

Currently based in Navi Mumbai, India (UTC+05:30 / IST)

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VISIT MY WEBSITE

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

PROJECTS & ASSOCIATIONS

Personal Website

Personal

April 2024 - Present

<https://sakurakat.systems/posts/>

- A static blog built with Astro that hosts technical posts, tutorials, and write-ups on Rust, Nix, Typst, game-dev postmortems, and site/tooling notes.
- Technical deep-dives and personal retrospectives that mix detailed implementation breakdowns with honest reflections - long-form, process-oriented posts documenting learning journeys, tool explorations, and creative projects.
- My contribution:** Added the ability to author in Typst while being backwards compatible. Wrote blogposts.

Astro Typst Blog Rust Nix Web Game Development

🔗 Fractured Elements

Coventry University Summer School '24 Game Jam

July 2024

<https://github.com/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. Placed 2nd out of 4.

Game Development Unity C#

🔗 Cosmos Conquerors (GMTK2023)

GMTK2023 Game Jam

2023

<https://github.com/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:** Solo developer. Placed 4612nd out of 6703

Game Development Godot GDScript

🔗 VRCX Insights

Personal Project

2023 - Present

<https://github.com/pawarherschel/vrcx-insights>

- A simple program to find out the various friend circles which might exist via the data collected by VRCX
- Written in Rust, it uses the SQLite database created by VRCX to find out the friend circles
- My contribution:** Implemented data-mining algorithms in Rust

Data Mining Rust SQLite SQLx tokio

🔗 Brainfuck Compiler with Cranelift

Personal Project

November 2024

<https://github.com/pawarherschel/BFCranelift>

- Following a blogpost https://rodrigodd.github.io/2022/11/26/bf_compiler-part3.html

Brainfuck Compiler Cranelift Rust

🔗 Krita Palette Creator

Personal Project

September 2024

<https://github.com/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. View an example here: <https://r2.sakurakat.systems/preview--krita-palette-creator.png>
- **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

🔗 Your Own Size

GameDev.tv Game Jam 2025

May 2025

- Participated in GameDev.tv Game Jam 2025, the theme was 'tiny worlds'
- Collaborated with people, I was the artist for the game
- Available 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. Placed 78th out of 1010

Game Development Godot GLSL

🔗 Parrylord

Bevy Jam 6

June 2025

<https://github.com/pawarherschel/parrylord>

- 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. Placed 61st out of 98

Game Development Bevy Rust ECS

OTHERS

🔗 Your Own Size

Pixel Art

May 2025

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

- Assets for the game 'Your Own Size'
- **My contribution:** Wood Tileset, Collectibles, itch.io page background, enemies, background art. Placed 78th out of 1010

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 within 45 minutes.
- **My contribution:** Conceptualized and designed the logo using Pixelorama to represent the game's theme.

Pixel Art Logo Design Fractured Elements Pixelorama

CERTIFICATES

Certificate of Participation in Coventry University Summer Schools Games Design Programme, Coventry University, Coventry University, Coventry University,
1st - 26th July 2024 Shawnna Pomeroy (Programme Manager - Summer Schools)

Certificate of Participation in Coventry University's School of Computing, Mathematics and Data Science Summer School in Game Development, Coventry University, Coventry University, United Kingdom
1st - 26th July 2024 Adam Worrall (Head of Summer School), Faye Mitchell (Head of School), Becky Butler (Dean of College)

SKILLS

Languages English (Native) | Hindi | Marathi

Programming Languages Rust (Intermediate) | GDScript (Beginner) | TypeScript (Beginner) | Nix (Beginner)

Systems & Tooling Nix (Beginner) | Typst (Beginner) | Git (Beginner) | jj-vcs (Beginner) | Profiling (Beginner)

Familiar Areas Docker (Containerization) | Cloudflare (Hosting) | NixOS (Linux) | Web Scraping | Astro (Web)