

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)

✉ pawarherschel@gmail.com 🌐 pawarherschel 🏠 sakurakat.systems 📄 pawarherschel
📞 0009-0003-3218-801X 📞 +91 83107 83472



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

<https://github.com/pawarherschel/krita-palette-creator>

September 2024

- 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 rosetta code 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

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

June 2025

- 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


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

May 2025

- 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

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

2024

- 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

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