

## **Introduction video**

Each applicant should submit a short video (max 2 minutes) where they tell about themselves, their background, interests, and portfolio highlights in English. Please start with a brief (max 20s) shot where you introduce yourself, speaking to the camera. After that, please include and explain content such as gameplay clips of games that you have made or other relevant content that showcases your skills. Please note that in addition to your best game projects, we are interested in all forms of creativity, so you can also show other forms of art or creative work. For each project shown on the video, please clearly state or add subtitles that state the year and your role or contribution such as programming, art or design.

Note that you can film yourself using a smartphone camera—we do not expect the applicants to have professional video production equipment. For editing the video, there are free software tools such as DaVinci Resolve.

The video should be submitted as a link in a pdf file named “Introduction\_Video.pdf”. The link can be to an unlisted or private YouTube video, for instance. If the video is password-protected, the password must be included in the PDF. Please make sure that the link is clickable or can be easily copied from the PDF.

The video will be only viewed by the evaluators. However, if you are selected, we will ask for your permission to share the video with other selected students.

## OUTLINE:

### Contents

Introduction video .....	1
Title Slide .....	3
Self Introduction .....	4
Who am I? .....	5
Bevy: Rust .....	6
Parrylord: Solo Developer .....	7
Parrylord: Theme .....	8
Parrylord: Result .....	9
Godot .....	10
Your Own Size: Artist (+ Tech Artist + Coordinator) .....	11
Your Own Size: Theme .....	12
Your Own Size: Showcase .....	13
Your Own Size: The problem .....	14
Your Own Size: Solution .....	15
Your Own Size: Result .....	16
Coventry University Summer School .....	17
Fractured Elements: Lead Developer .....	18
Fractured Elements: Theme .....	19
Fractured Elements: Result .....	20
Coventry University Summer School: Result .....	21
Cosmos Conquerors: Solo Developer .....	22
Cosmos Conquerors: Theme .....	23
Cosmos Conquerors: Result .....	24
Krita Palette Creator / Rosetta Code .....	25
Why Aalto? .....	26
Acknowledgement .....	27

text written like

—/ **this** /—

is hard for me to speak fast

and needs to be spoken slower

script target (in seconds): 110 (01:50)

**slide 0 |**

## **Title Slide**

Budget: 6.4s

Time Elapsed: 00:00

Time Left: 01:50

Start Frame: 0

Frames Budget: 160

I'm going to talk fast,  
so you might need to pause  
and  
read the slides.

|----- BREATH -----|

**slide** 1 |

## **Self Introduction**

Budget: 0.4s

Time Elapsed: 00:06

Time Left: 01:43

Start Frame: 160

Frames Budget: 10

Heya,

**slide 2 |**

## **Who am I?**

Budget: 10.4s

Time Elapsed: 00:06

Time Left: 01:43

Start Frame: 170

Frames Budget: 260

my name is Herschel Pravin Pawar,

I also go by kat in some circles.

This video has been recorded as part of my

Aalto application.

|----- BREATH -----|

**slide 3 |**

## **Bevy: Rust**

Budget: 5.2s

Time Elapsed: 00:17

Time Left: 01:32

Start Frame: 430

Frames Budget: 130

Last year I set out to learn Bevy.

An ECS based game engine.

## slide 4 | **Parrylord: Solo Developer**

Budget: 17.6s

Time Elapsed: 00:22

Time Left: 01:27

Start Frame: 560

Frames Budget: 440

After learning the basics,

I decided to participate in Bevy Jam 6.

The theme was “Chain Reaction”.

I also made an online leaderboard for the game.

slogan: Turn the tides, convert the usual bullet hell experience into bullet heaven by parrying the enemies' projectiles!

slide 5 |

## Parrylord: Theme

Budget: 12s

Time Elapsed: 00:40

Time Left: 01:10

Start Frame: 1000

Frames Budget: 300

The main mechanic is

parrying.

I wanted to encourage the player to take risks.

So,

the player damage,

projectiles,

and score

increases with

the number of projectiles

parried at once.



slide 6 |

## Parrylord: Result

Budget: 4.4s

Time Elapsed: 00:52

Time Left: 00:58

Start Frame: 1300

Frames Budget: 110

**SHOW SCOREBOARD HERE**

I placed  
sixty first  
out of  
ninety eight.

**slide 7 |**

## **Godot**

Budget: 9.6s

Time Elapsed: 00:56

Time Left: 00:53

Start Frame: 1410

Frames Budget: 239

A few years prior

I learnt Godot for game dev

and made quite a few

proof of concepts

to learn individual elements

for programming.

**Your Own Size: Artist (+  
slide 8 | Tech Artist + Coordinator)**

Budget: 10.4s  
Time Elapsed: 01:06  
Time Left: 00:44  
Start Frame: 1650  
Frames Budget: 260

This year

I got an itch

to do pixel art again.

And participated as pixel artist for GameDev.tv Game Jam  
2025.

The theme was “Tiny Worlds”.

**slide 9 |      Your Own Size: Theme**

Budget: 2.4s

Time Elapsed: 01:16

Time Left: 00:33

Start Frame: 1910

Frames Budget: 59

explain how i implemented the theme

**slide 10 | Your Own Size: Showcase**

Budget: 12.8s

Time Elapsed: 01:18

Time Left: 00:31

Start Frame: 1970

Frames Budget: 320

I was the secondary pixel artist,  
as I had less experience compared to my teammate  
Cosmical One  
and consequently, I was slower.  
His artwork was really good,  
But we had a problem.

## **Your Own Size: The problem**

**slide 11 |**

Budget: 6.4s

Time Elapsed: 01:31

Time Left: 00:18

Start Frame: 2290

Frames Budget: 160

He drew a really beautiful background.

Which made it difficult to see  
the platforms and enemies.

**slide 12 | Your Own Size: Solution**

Budget: 11.6s

Time Elapsed: 01:38

Time Left: 00:11

Start Frame: 2450

Frames Budget: 290

I made a shader  
which blurs the background  
if you don't move.  
And made sure it gradually blurs and unblurs,  
just in case someone has problems with flashing lights.

**slide 13 |      Your Own Size: Result**

Budget: 04s

Time Elapsed: 01:49

Time Left: 00:00

Start Frame: 2740

Frames Budget: 100

We placed  
seventy eighth  
out of  
one thousand and ten.



## Coventry University

### Summer School

slide 14 |

Budget: 14.8s

Time Elapsed: 01:53

Time Left: 00:-3

Start Frame: 2840

Frames Budget: 370

Until last year

I was umming and arring about game dev.

I didn't have any exposure to game dev irl

but one of my friends'

told me about a summer school program,

and I participated in it.

## **Fractured Elements: Lead Developer**

**slide 15 |**

Budget: 16.8s  
Time Elapsed: 02:08  
Time Left: 00:–18  
Start Frame: 3210  
Frames Budget: 420

The theme was “Continuous Change” and “2D Platformer”

My partner had been programming for less than me.

But he plays

dungeons and dragons

and acts as the dungeon master.

So he was way better at

lore building,

game mechanics,

and other aspects.

**slide 16 | Fractured Elements: Theme**

Budget: 9.6s

Time Elapsed: 02:25

Time Left: 00:-35

Start Frame: 3630

Frames Budget: 239

The player's elemental powers are unstable.

They keep switching between elemental forms.

To gain mastery over the elements,

you need to defeat the guardians.

**slide 17 | Fractured Elements: Result**

Budget: 2.4s

Time Elapsed: 02:34

Time Left: 00:-44

Start Frame: 3870

Frames Budget: 59

We placed

second

out of

four.

**Coventry University**  
**slide 18 | Summer School: Result**

Budget: 10.8s  
Time Elapsed: 02:37  
Time Left: 00:-47  
Start Frame: 3930  
Frames Budget: 270

I met a lot of people there  
talked to a lot of people  
especially from games industry  
and concluded that  
I do want to pursue game dev.

## **Cosmos Conquerors: Solo Developer**

slide 19 |

Budget: 16.4s  
Time Elapsed: 02:48  
Time Left: 00:–58  
Start Frame: 4200  
Frames Budget: 409

GMTK Game Jam 2023

was my first game jam experience.

This was also the first game

I made with Godot

which was not just

a proof of concept.

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

## **Cosmos Conquerors:**

### **Theme**

**slide** 20 |

Budget: 8.4s

Time Elapsed: 03:04

Time Left: 00:-74

Start Frame: 4610

Frames Budget: 210

In SHMUPs,  
you fight against hoards of enemies.  
Now,  
you're a hoard of enemies  
fighting against  
endless and  
evermore powerful enemies.

**slide 21 | Cosmos Conquerors: Result**

Budget: 6.4s

Time Elapsed: 03:12

Time Left: 00:-82

Start Frame: 4820

Frames Budget: 160

I placed

four thousand six hundred and twelfth

out of

six thousand seven hundred and third.



## **Krita Palette Creator /**

**slide 22 |**

## **Rosetta Code**

Budget: 17.6s

Time Elapsed: 03:19

Time Left: 00:-89

Start Frame: 4980

Frames Budget: 440

A while back

I had a problem

where I wanted to quantize colors in an image.

I had done it more like four times

and tinkering with Krita was annoying.

So I made a small tool

which extracts the dominant colors

from an image.

slide 23 |

## Why Aalto?

Budget: 7.2s

Time Elapsed: 03:36

Time Left: 00:-106

Start Frame: 5420

Frames Budget: 180

**TODO**

Everything I read on the page,

I went

“you don’t need to sell me more on it”.

**slide** 24 |

## Acknowledgement

Budget: 0.4s

Time Elapsed: 03:44

Time Left: 00:–114

Start Frame: 5600

Frames Budget: 10

**TODO**

- Target time: 01:50 -

-----

- Total time: 03:44 -