

Ottawa, Ontario
(613) 668-8354
forestanderson.xyz

github.com/AngelOnFira
forestkzanderson@gmail.com
linkedin.com/in/forest-anderson

Forest Anderson

Technologies	C++ C	Java HTML/CSS	Git Android Studio	Blitz 3D Adobe Creative Cloud	Languages	English French
--------------	----------	------------------	-----------------------	----------------------------------	-----------	-------------------

Work Experience

Graphics, Imaging, and Games Lab – Carleton University Summer 2016

Dean's Summer Research Internship - gigl.scs.carleton.ca

- Worked on creating a pebble mosaic filter for digital photos. The project examines a different technique of digitally creating mosaics than other methods, such as Alejo Hausner's paper titled "Simulating Decorative Mosaics".
- The code was written in C++, and is used as a pipeline between a digital photo and a Carleton graduate student's potential field thesis. First, the original photo would be segmented, then each region would be sent to the potential field code, making each region smoother, and look like a pebble. All of the new smoothed regions give an effect of a mosaic.
- Worked with OpenCV to manage and process the images.
- Currently working with Dr. David Mould to write a paper about the project.

Notable Work and Side Projects

Blox Heroes – Game Development 2009 – Present

A local/online multiplayer, similar to the game "tag". One player holds a flag, and tries to stay away from other players in a maze. The game was programmed in Blitz 3D, and includes a custom high-level 3D engine, and uses custom netcode.

_[Blank] – Game Development Jan 2016

A game created during the 48 hour 2016 Global Game Jam. The game is a Mario-like puzzle platformer created using the Superpowers engine. The main character works her way through over 10 levels and unlocks new game mechanics along the way.

Insignio – App Development Oct 2016

An app created at Hack Western 2016. The app allows for quicker networking at conferences and other events compared to alternatives options. The aim of the app is to keep conversation time as high as possible without having to worry about how you will connect again later. The app stores local copies of other user's information, which is gathered from a QR code. The app was created using Android Studio.

Volunteer Work

Carleton Computer Science Society 2015 – Present

VP Social, First Year Rep

- Organized non-academic events, such as trips to the Board Game Loft and Cineplex, as well as movie nights on campus.
- Working together with a strong board of directors to improve the quality of the society. We are running new initiatives, such as a textbook sale, a resume workshop and a coding interview workshop, as well as working on improving student study space and the Carleton Co-op program for students.
- Increased the amount of student involvement on our Slack channel by over 150 students and Discord server by 70.

West Hill Student Council 2011 – 2015

President, Tech Crew Rep, Yearbook Rep

- Organized events within the school such as the Terry Fox Run and Halloween for Hunger, as well as Friday Night Lights, the annual football team between the two city high schools.
- Managed the rest of the council during a year no teachers were able to invest time into the council.
- Improved relation between the School and the Council, especially with the Leadership class.

Education

Carleton University, Bachelor of Computer Science, 2nd Year 2015 - Present

Honors in Game Development

Events and Teams

Hack Western	CUSEC	Code Guru
Global Game Jam	hack.carleton	Microsoft Programming Competition