Forest Anderson

https://forest-anderson.ca | forestkzanderson@gmail.com | +1 (613) 255-5760

EDUCATION

BCS in Computer Science *Ottawa, ON*
Carleton University *Expected Dec 2023* ( )

LINKS

GitHub: AngelOnFira
GitLab: AngelOnFira
LinkedIn: forest-anderson

SKILLS

Languages: Rust • Python • TypeScript C++ • C# • GDScript

Technologies: Docker • Nomad • Terraform AWS • Digital Ocean • Hetzner GitHub Actions • GitLabCI • Jenkins

Frameworks: Django • Node.js • Flask • Ruby on Rails

Game Development: Unity • Godot • Superpowers OpenCV • OpenGL • SFML

VOLUNTEER

Rust Gamedev Working Group *Working Group Member* 2020 - Present

Rust CTCFT Working Group *Working Group Member* 2020 - Present

HashiCorp Ambassador *Community Ambassador* 2021 - Present

Carleton Computer Science Society *Various Positions* Sept 2015 - May 2022

TALKS

GitHub Universe '22 *Codespaces in Education with David J. Malan*

CUSEC '22 *Leveling Up Game Development with Rust*

EXPERIENCE

Veloren *Jan 2019 - Present | Remote*
Meta Team Lead, Core Developer
- Re-designed **Gitlab CI** system to use **Docker** images and optimize **Rust** builds
- Edited a weekly blog detailing the recent technical advancements
- Hosted weekly meetings with contributors to discuss development progress
- Spoke at **CUSEC 2020**, **MiniDebConf 2 2020**, and **Rust in Arts 2021**

Awetza *Nov 2019 – Present | Remote*
Backend Developer
- Decided on technical stack and direction for new platform
- Created several prototypes to test out different technologies

Timsle *July 2018 – Apr 2020 | Ottawa, ON*
Backend Developer
- Migrated the backend stack from **Heroku** to **AWS Fargate**
- Designed and developed a **CI/CD** pipeline with **Jenkins**
- Created **Docker** images for development and production web servers

Graphics Images and Games Lab *May 2016 – Aug 2016 | Ottawa, ON*
Research Student
- Created a pebble mosaic filter for digital photos
- Wrote the pipeline in **C++**, used **OpenCV** to manage and process the images
- Used simple linear iterative clustering to segment the image and phong lighting to display the pebbles

ScholarPro *May 2019 | Ottawa, ON*
Contract Developer
- Created **Docker** images for the production web servers and database
- Deployed the server stack on **AWS Fargate** and set up daily database backups
- Set up **CircleCI** for continuous delivery, and **Sentry** for error tracking

PROJECTS

Rusty Christmas Tree *Dec 2021*
https://github.com/AngelOnFira/rusty-christmas-tree
- A Raspberry Pi program that controls an LED Christmas tree
- Created in Rust with local visualization done using Nannou
- Includes a Warp backend server and a frontend UI made with Yew

Resume Templater *July 2019*
https://github.com/AngelOnFira/resume-templater
- A tool that creates versions of resumes for different positions
- Uses the Jinja library to template .tex files in the Deedy resume format

Forest Anderson

https://forest-anderson.ca | forestkzanderson@gmail.com | +1 (613) 255-5760

Rust in Arts '21 *Director's Commentary: Veloren*

HashiTalks: Deploy '21 *Nomad for Students*

Minidebconf '20 *Community Game Development in Rust: A Biopsy*

CUSEC '20 *Cultivating A Healthy Open Source Community*

- Created a Docker image for easy usage without installing multiple libraries

Miracle Merchant AI *Jan 2018 - April 2018*

https://github.com/AngelOnFira/Miracle-Merchant-AI

- An AI created for the mobile game '**Miracle Merchant**'
- Created in **Python** with data visualization done using **Plotly** and **Jupyter Notebook**
- Of **~5000 tests**, the median score was better than most experienced players
- Seven tests resulted in scores higher than the **global high score**

Course Selection Tool *April 2017 - Present*

https://github.com/AngelOnFira/course-selection

- A tool for students to create timetables for their courses at Carleton University
- The website backend is built with **Flask**, and the course web scraper is built using **Ruby**
- The courses are stored in a **MongoDB** database. The site is hosted on **AWS**

CUHacking App *Sept 2017 - Dec 2017*

https://github.com/CUHacking/CUHackingApp

- An app created for use at Carleton's Hackathon
- Helps participants navigate around the university and stay in contact with organizers
- Created and managed the database, built with **Ruby on Rails**. Database stored on **Heroku**
- Worked as the backend developer on a four-person team

PUBLICATIONS

Bibliography