

# Forest Anderson

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## EDUCATION

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

## LINKS

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GitHub: AngelOnFira  
GitLab: AngelOnFira  
LinkedIn: forest-anderson

## SKILLS

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**Languages:** C++ • C# • GDScript

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

## VOLUNTEER

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

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

## TALKS

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CUSEC '22 *Leveling Up Game Development with Rust*

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

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

## EXPERIENCE

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**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**

## PROJECTS

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**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**

## PUBLICATIONS

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**Automated pebble mosaic stylization of images**

<https://doi.org/10.1007/s41095-019-0129-0>

*Lars Doyle, Forest Anderson, Ehren Choy, David Mould. Computational Visual Media*