

# Forest Anderson

<https://forest-anderson.ca>  
forestkzanderson@gmail.com | +1 (613) 699-1031

## EDUCATION

**CARLETON UNIVERSITY**  
BCS IN COMPUTER SCIENCE  
Expected December 2021

## LINKS

Github:// [AngelOnFira](#)  
Gitlab:// [AngelOnFira](#)  
LinkedIn:// [forest-anderson](#)

## SKILLS

### LANGUAGES:

C++ • C • C# • Python  
JavaScript • Java • Rust

### TECHNOLOGIES:

Unity • Godot • Superspaw

## VOLUNTEER

**CARLETON COMP SCI SOCIETY**  
Sept 2015 - May 2019

- VP Academics
- Treasurer
- VP Social
- First Year Rep

**HACK ALL THE THINGS**  
Apr 2018 - Present

- Co-lead

**HACK.CARLETON**  
Apr 2016 - Present

- President

**LAME JAM**

Nov 2017

- Co-lead

**CARLETON .DEVCLUB()**  
Jan 2019 - Present

- Co-lead

## EXPERIENCE

**TIMSLE | BACKEND DEVELOPER**

July 2018 - Present | Ottawa, ON

- 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
- Created a command line tool that brings up a local development environment

**SCHOLARPRO | CONTRACT DEVELOPER**

May 2019 | Ottawa, ON

- 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

**GRAPHICS IMAGES AND GAMES LAB | RESEARCH STUDENT**

May 2016 - Aug 2016 | Ottawa, ON

- 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

## PROJECTS

**VELOREN** Jan 2019 - Present

- Re-designed **Gitlab CI** system to use **Docker** images to optimize **Rust** builds
- Wrote a weekly blog detailing the recent technical advancements
- Planned and hosted periodic meetings with the core team to discuss development progress and analyze milestone progress

**MIRACLE MERCHANT AI** Jan 2018 - April 2018

- 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, and seven tests resulted in scores higher than the global high score
- Wrote a paper to detail my process and results

## COMPETITIONS

2019 Global Game Jam  
2018 OJam  
2018 Global Game Jam  
2017 Global Game Jam  
2016 Global Game Jam

## PUBLICATIONS

[1] L. Doyle, F. Anderson, E. Choy, and D. Mould. Automated pebble mosaic stylization of images. *Computational Visual Media*, 5:33-44, 03 2019.