Forest Anderson

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EDUCATION

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

LINKS

GitHub: AngelOnFira
GitLab: AngelOnFira
LinkedIn: forest-anderson

SKILLS

Languages: C++ • C# • GDScript

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

VOLUNTEER

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

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

TALKS

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

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**

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

PROJECTS

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

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