

Forest Anderson

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

EDUCATION

BCS in Computer Science
Carleton University
Honours in Game Development

LINKS

GitHub: AngelOnFira
Gitlab: AngelOnFira
LinkedIn: forest-anderson

SKILLS

Languages: C++ • C# • GDScript

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

VOLUNTEER

GitHub Campus Expert
Field Day Co-Lead 2021 - Present

RustLang Gamedev Working Group
Team Lead 2020 - Present

RustLang CTCFT Working Group
Member 2020 - 2022

HashiCorp Ambassador
Community Ambassador 2021 - Present

Carleton Computer Science Society
Various Roles Sept 2015 - May 2022

TALKS

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

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 - 2023 | Remote
Meta Team Lead, Core Developer

- Re-designed **Gitlab CI** system to use **Docker** images and optimize **Rust** builds
- Managed migrations through several servers as the project grew in popularity, seeing over **300+** concurrent players on a single server
- Edited a weekly blog detailing recent project advancements
- Hosted weekly meetings with contributors to discuss 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

- 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.