

# Forest Anderson

🌐 <https://forest-anderson.ca> | ✉ [forestkzanderson@gmail.com](mailto: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:** Rust • Python

**Technologies:** Docker • Kubernetes  
AWS • Digital Ocean • Hetzner  
GitHub Actions • GitlabCI • Jenkins

**Frameworks:** Django • Flask

## 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

**Awetza** Nov 2019 – Sept 2024 | Remote  
Backend Developer

- Maintained and upgraded legacy **Django** codebase on **Digital Ocean Virtual Machines** through multiple versions of **Python**
- Migrated bare-metal servers to a **Docker** solution in **Kubernetes**
- Architected and implemented backend rewrite in **Rust** with new database schema and modern practices

**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**

**Timsle** July 2018 – Apr 2020 | Ottawa, ON  
Backend Developer

- Developed and maintained **Django** backend with focus on scalability and performance
- Implemented CI/CD pipelines using **Jenkins** and **GitHub Actions**
- Orchestrated migration from **Heroku** to **AWS Fargate** with containerized architecture
- Collaborated with the City of Ottawa and Carleton University to gather requirements and design new features

## PROJECTS

**Create Envfile Action** 2019 - Present

- Created a popular **GitHub Action** for generating .env files from repository secrets
- Used by **4,300+** repositories including major open source projects
- Built with **TypeScript** and integrated with **GitHub Actions API**
- Maintained through multiple changes of GitHub Actions with focus on reliability

**Rusty Christmas Tree** Dec 2021

- 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**

## PUBLICATIONS

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