Forest Anderson

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FDUCATION

CARLETON UNIVERSITY

BCS IN COMPUTER SCIENCE Honours in Game Development Expected June 2023

LINKS

Github:// AngelOnFira
Gitlab:// AngelOnFira
LinkedIn:// forest-anderson

SKILLS

LANGUAGES:

Rust • Python

TECHNOLOGIES:

Docker • Burp Suite • Wireshark AWS • Digital Ocean • Hetzner Github Actions • GitlabCl • Jenkins

VOLUNTEER

RUSTLANG CTCFT WG

Sept 2021 - Present Team Lead

RUSTLANG GAMEDEV WG

Nov 2020 - Present Team Member

CARLETON SCS OPENSTACK

June 2021 - Present Cluster Admin

CARLETON COMP SCI SOCIETY

Sept 2015 - May 2019 Student Society

HACK ALL THE THINGS

Apr 2018 - Present Cyber security competition

LAME JAM

Nov 2017, Nov 2021 Local game jam

EXPERIENCE

VELOREN | META LEAD, CORE DEVELOPER

Jan 2019 - Present | Remote

- 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
- Interviewed with GamingOnLinux about Veloren's development process

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

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

PRO JECTS

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

ACHIEVEMENTS

GITHUB CAMPUS EXPERT | FALL 2021 BATCH

- 1 of 80 accepted out of 8000+ applicants, and 1 of the 8 in Canada
- Completed several learning modules
- Co-hosted a stream with Github Education during Universe 2021

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.

COMPETITIONS

2020 23rd NSec CTF 2020 2019 5th iHack 2019

2019 5th CS Games Security Challenge

2018 10th Bsides Ottawa 2018 3rd GeekSeek V CTF 2018 2nd OWASP CTF