Forest Anderson

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EDUCATION

CARLETON UNIVERSITY
BCS IN COMPUTER SCIENCE
Honours in Game Development
Expected June 2022

LINKS

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

SKILLS

LANGUAGES:

Primary: Rust • Python • Javascript
Backup: C • C++ • C# • Java

TECHNOLOGIES:

Unity • Godot • Superpowers

VOLUNTEER

CARLETON COMP SCI SOCIETY
Sept 2015 - May 2019
Student Society
- VP Academics
- Treasurer
- VP Social
- First Year Rep

HACK ALL THE THINGS
Apr 2018 - Present
Cyber security competition
- Co-lead

HACK.CARLETON
Apr 2016 - Apr 2017
Cyber security club
- President

LAME JAM
Nov 2017
Local game jam
- Co-lead

CARLETON .DEVCLUB()
Jan 2019 - June 2019
Side project club
- 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
- Planed 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.