# **Forest Anderson**

### **EDUCATION**

BCS in Computer Science Ottawa,

ON

Carleton University Expected Dec 2023()

### **LINKS**

GitHub: AngelOnFira GitLab: AngelOnFira LinkedIn: forest-anderson

### **SKILLS**

**Languages:** Rust • Python • TypeScript

**Technologies:** Docker • Nomad • Terraform AWS • Digital Ocean • Hetzner GitHub Actions • GitLabCl • Jenkins

Frameworks: Django • Node.js • Flask • Ruby on Rails

# **VOLUNTEER**

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

### **TALKS**

# **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

#### Awetza

Nov 2019 – Present | Remote

Backend Developer

- · Decided on technical stack and direction for new platform
- Created several prototypes to test out different technologies

### Timsle

July 2018 – Apr 2020 | Ottawa, ON

Backend Developer

- 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

### **PROJECTS**

# **Rusty Christmas Tree**

Dec 2021

https://github.com/AngelOnFira/rusty-christmas-tree

- 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

### **Resume Templater**

July 2019

https://github.com/AngelOnFira/resume-templater

- A tool that creates versions of resumes for different positions
- Uses the Jinja library to template .tex files in the Deedy resume format
- Created a Docker image for easy usage without installing multiple libraries

### Miracle Merchant Al

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**