

# Forest Anderson

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

## 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 C++ • C# • GDScript

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

## VOLUNTEER

Rust Gamedev Working Group  
*Working Group Member* 2020 - Present

Rust CTCFT Working Group  
*Working Group Member* 2020 - Present

HashiCorp Ambassador  
*Community Ambassador* 2021 - Present

Carleton Computer Science Society  
*Various Positions* 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*

HashiTalks: Deploy '21 *Nomad for Students*

Minidebconf '20 *Community Game Development in Rust: A Biopsy*

## 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**

**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**

**Miracle Merchant AI** *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

**Automated pebble mosaic stylization of images**  
*<https://doi.org/10.1007/s41095-019-0129-0>*

*Lars Doyle, Forest Anderson, Ehren Choy, David Mould. Computational Visual Media*

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*CUSEC '20 Cultivating A Healthy  
Open Source Community*