

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:

Docker • Burp Suite • Wireshark
AWS • Digital Ocean • Heroku
Github Actions • GitlabCI • Jenkins
AWS ECS • AWS EC2 • AWS VPC

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

VELOREN | META LEAD

Jan 2019 - Present | Remote

- Re-designed **Gitlab CI** system to use **Docker** images and optimize **Rust** builds
- Edit a weekly blog detailing the recent technical advancements
- Planned and hosted periodic meetings with contributors to discuss development progress and analyze milestone progress
- Gave a talk "**Cultivating A Healthy Open Source Community**" at CUSEC 2020 about my experiences working on Veloren
- Did an **interview** 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

PROJECTS

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

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	10th	iHack 2020
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	Hack All The Things 2.0
2018	2nd	OWASP CTF
2017	1st	Hack All The Things 1.0