Anthony Green

Greater Seattle Area, WA

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EXPERIENCE

Backend Engineer | C#, Python, JS **05/2025 - Present**

Rainspire Studios Seattle, WA

- Led the integration of mobile titles with cloud services.
- Handled user authentication, cloud storage, serverless code, and ad integration.
- Built gameplay features and tooling in Unity (C#).
- Managed iOS builds in Xcode and managed Apple Developer account.
- Prototyped adaptive bots using Unity ML-Agents to automate balance testing as mechanics evolved.
- Implemented in-engine data visualization to accelerate debugging and performance analysis.

Pharmacy Technician **08/2024 - 04/2025**

Walgreens Puyallup, WA

Undergraduate Researcher | Rust, WebGPU, Python **09/2023 - 12/2024**

University of Washington **github.com/gusjengis/Physics-Sim**

- Lead developer of a physics simulator for earthquake simulation.
- Built engine from scratch using Rust and WebGPU; simulation and rendering all done on the GPU.
- Built extensive tooling for experiment setup, runtime control, measurement, visualization, and automated analysis.
- Collaborated with faculty to align technical design with research and performance needs.

PROJECTS

Particle Life | JS, WebGL **portfolio.agreenweb.com/pLife**

- Implemented a beautiful particle-based artificial life simulator. Complex interactions from simple rules.
- Achieved a 300% performance boost using spatially partitioned collision detection.

Portfolio Site | JS, HTML/CSS, NodeJS, AWS **portfolio.agreenweb.com**

- Crafted a unique, OS-style portfolio site from scratch, showcasing over 20 personal projects, using pure JS/HTML/CSS.
- Developed a custom Node.js server and templating engine, hosted on AWS.
- Engineered a system maintaining window states in query strings for consistent UX.
- Created a proprietary, component-based UI framework, facilitating efficient abstraction.

Arduino Handheld | C++, Arduino, Electronics, Embedded Systems **portfolio.agreenweb.com/handheld**

- Designed and assembled a unique, Arduino-based handheld gaming console with custom 3D-printed components and off-the-shelf electronics.
- Programmed a simple operating system for the device, complete with user interface, settings menu, and multiple applications, including four original games.
- Accomplished this with extreme limitations, specifically a 16x8 RGBLED display, 16mhz processor, and 256kb RAM.

TECHNICAL SKILLS

Languages: Rust, Python, JS, C64 Basic, C (K&R & ANSI), C++, Arduino, HTML, CSS, WASM, WGSL, GLSL, C#, HLSL, Nix, Markdown, Typst

Tools: Arduino, WASM, WebGPU, WebGL, Unity, Git, Docker, AWS, Neovim, Linux, Windows, MacOS

EDUCATION

B.S. in Computer Science - University of Washington (2021 - 2023)
Associates of Science - Pierce College (Running Start) (2019 - 2021)