Anthony Green
Greater Seattle Area, WA

anthony.j.green@outlook.com | (253) 495-2988 | linkedin.com/in/anthonygreen03 | github.com/gusjengis

Systems engineer specializing in Rust, focused on backend systems, GPU compute, modern web technology, and developer tooling.

EXPERIENCE

Backend Engineer* | C#, JS, Unity   **05/2025 - Present**
Rainspire Studios   Seattle, WA
- Implemented cloud backend for Unity mobile titles, including authentication, persistent storage, and serverless endpoints.
- Managed Apple Developer account and automated iOS build and deployment process.
- Integrated monetization and platform SDKs into production mobile builds.
- Designed and implemented animation systems and drove visual polish to deliver investor-ready builds.

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 an interactive physics engine for earthquake simulation.
- Designed highly performant GPU compute and rendering pipelines, built from scratch using Rust and WebGPU
- Built extensive UI and tooling for experiment setup, runtime control, measurement, visualization, and automated analysis.
- Collaborated with faculty to align technical design with research and performance needs.

PROJECTS

hyprlog* | Rust   **github.com/gusjengis/hyprlog**
- Built a Linux daemon for Hyprland that captures and structures window focus events into persistent activity logs.
- Developed an interactive TUI dashboard for visualizing usage patterns and time allocation.
- Implemented CI/CD pipelines to produce and publish multi-architecture releases via GitHub Actions.

OpenClaw VM Starter Kit* | Nix, Linux, JS, Bash   **github.com/gusjengis/nix-openclaw-vm**
- Designed a reproducible Nix-based virtual machine template for autonomous agent deployment.
- Built automated provisioning scripts with optional interactive configuration.
- Architected permission boundaries to isolate system modules from agent-controlled user space.
- Integrated secure remote tooling (SSH, Waypipe, Tailscale) and custom WebUI control plane.

scutl | Rust   **github.com/gusjengis/scutl**
- CLI tool that generates mermaid diagrams of projects
- Uses the Language Server Protocol to build accurate diagrams for any language.

Timeline Prototype | Rust, WebGL, WASM, JS
- Created a prototype website using Rust/WASM for the business logic.
- Used WebGL from Rust for high performance rendering of huge quantities of data.
- Used a traditional JS canvas layer for well-styled UI.

Terrain Generator | Rust, WebGPU, WASM, JS   **portfolio.agreenweb.com/perlin**
- Implemented Perlin noise from scratch using WebGPU compute shaders.
- Stacked layers of this noise in rendering shaders to generate 3D terrain with lighting and camera controls.
- Used WASM and JS to imbed this Rust program in my portfolio site for easy sharing.

Plinth | Rust, WebGPU, WASM, TS, SolidJS   **portfolio.agreenweb.com/perlin**
- Setup a template repo that allows me to quickly get started with an advanced web stack.
- The stack consists of a Rust core via WASM, uses WebGPU for rendering and a Typescript + SolidJS layer for advanced UI.
- This is all set up with a custom dev server that enables hot reloading for rapid iteration.

TECHNICAL SKILLS

Languages: Rust, JS, C#, C/C++, Nix, Bash, Python, WASM WGSL, GLSL, HLSL

Tools: Linux, Terminal, Git/Github, AWS, Docker, Windows, MacOS

EDUCATION

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

* Ongoing projects