

# Anthony Green

## Greater Seattle Area, WA

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

### EXPERIENCE

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#### 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 the animation system 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](https://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

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#### hyprlog | Rust

[github.com/gusjengis/hyprlog](https://github.com/gusjengis/hyprlog)

- Used Rust to create a Linux service for hyprland that logs window focus events. First activity tracker for the platform.
- Created a terminl UI that uses these logs to render an interactive activity/screen time report.
- Setup a CD/CI pipeline using Github Actions to automatically publish releases to several package managers.

#### scutl | Rust

[github.com/gusjengis/scutl](https://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](https://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](https://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

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**Languages:** Rust, Python, JS, C64 Basic, C/C++, Arduino, HTML, CSS, WASM, WGSL/WebGPU, GLSL/WebGL, C#, HLSL, Nix, Markdown, Typst

**Tools:** Neovim, OpenCode(AI Agent), Git, Linux, Unity, Docker, AWS, Windows, MacOS, Arduino

### EDUCATION

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B.S. in Computer Science - University of Washington (2021 - 2023)

Associates of Science - Pierce College (Running Start) (2019 - 2021)