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

Backend Engineer | C#, Python, JS   **05/2025 - Present**
Rainspire Studios   Seattle, WA
- Lead the integration of mobile titles with cloud services.
- Handled user authentication, cloud storage, serverless endpoints, and ad integration.
- Took ownership of ensuring pixel perfect UI and animations.
- Managed Apple Developer account and automated IOS builds.
- Implemented in-engine data visualization to accelerate debugging and performance analysis.
- General purpose C# developer, touching all parts of the project.

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**
- 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**
- 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, 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

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