Anthony Green
Greater Seattle Area, WA

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

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

hyprfocus | Rust   **github.com/gusjengis/hyprfocus**
- Used Rust to create a Linux service for hyprland that logs the window focus events.
- Created a CLI that uses these logs to render an activity/screen time report.
- Wrote complex code to render a high-res timeline and interactive terminal UI.

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, HTML/CSS
- 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.

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)