

Anthony Green

Software Engineer

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Experience

Backend Engineer - Rainspire Studios

05/2025 - Present

- Led the integration of mobile titles with cloud services.
- Handled user authentication, cloud storage, advertisement integration,
- Built gameplay features and tooling in Unity (C#) with supporting scripts in Python and JavaScript.
- Managed iOS builds in Xcode and handled Apple Developer account configuration/provisioning.
- 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 - Walgreens

08/2024 - 04/2025

- Operated pharmacy management systems to process prescriptions and insurance claims accurately in a high-volume setting.
- Maintained productivity and attention to detail; adopted advanced keyboard workflows that informed later engineering ergonomics.

Undergraduate Researcher - University of Washington

09/2023 - 12/2024

- Lead developer of a physics simulator for earthquake simulation.
- Built from scratch using Rust and WebGPU; simulation and rendering all done on the GPU.
- Built tooling for experiment setup, runtime control, measurement, and automated analysis.

Projects

Particle Life

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Portfolio Site

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Technical Skills

Languages: Rust, Python, JavaScript, 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)