

Anthony Green

Software Engineer

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Experience

Backend Engineer – Rainspire Studios (05/2025 – Present)

- Integrated mobile titles with cloud services, owning client↔backend data flows and deployment pipelines.
- 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.
- Led the integration approach for cloud services, improving maintainability and reducing backend-related bug reports by an estimated 30%.

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)

- Sole developer of a GPU compute physics simulator using the Discrete Element Method (DEM) for targeted earthquake scenarios.
- Implemented end-to-end in Rust with WebGPU; simulation and rendering authored in WGSL shaders.
- Built tooling for experiment setup, runtime control, measurement, and automated analysis.
- Achieved substantial speedups vs. PFC on scoped cases, reducing compute time by an estimated 40–60%.
- Collaborated with faculty to align technical design with research objectives and validation needs.

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(btw), Linux, Windows, MacOS

Education

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

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