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#, 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 and implemented animation systems 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**

- 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**

- Built a Linux daemon for Hyprland that captures and structures window focus events into persistent activity logs.
- Developed an interactive TUI dashboard for visualizing usage patterns and time allocation.
- Implemented CI/CD pipelines to produce and publish multi-architecture releases via GitHub Actions.

Autonomous Agent Provisioner | Nix, Linux, JS, Bash **github.com/gusjengis/nix-openclaw-vm**

- Built a reproducible Nix-based VM stack to provision OpenClaw-ready instances with a single command.
- Automated VM provisioning and bootstrap workflows to facilitate automatic and consistent deployments.
- Packaged system dependencies and runtime configuration declaratively to reduce setup time and configuration drift.
- Built a web-based control plane to manage bot execution, edit configuration, view history, and perform remote rollbacks.

Particle Life | JS, WebGL **portfolio.agreenweb.com/pLife**

- Built a WebGL-based particle simulation engine modeling emergent artificial life behavior.
- Improved performance by 3× using spatial partitioning and optimized collision detection.

Arduino Handheld | C++, Arduino, Electronics, Embedded Systems **portfolio.agreenweb.com/handheld**

- Designed and assembled a unique, Arduino-based handheld gaming console with custom 3D-printed components and off-the-shelf electronics.
- Programmed a simple operating system for the device, complete with user interface, settings menu, and multiple applications, including four original games.
- Accomplished this with extreme limitations, specifically a 16x8 RGBLED display, 16mhz processor, and 256kb RAM.

Portfolio Site | JS, Node, AWS **portfolio.agreenweb.com**

- Built a custom OS-style portfolio platform showcasing 20+ running projects.
- Developed a Node.js backend and client-side window state system, deployed on AWS.

TECHNICAL SKILLS

Languages: Rust, WASM, WGSL/WebGPU,Python, JS, GLSL/WebGL, C/C++, C#, HLSL, Nix

Tools: Linux, Terminal, Git/Github, AWS, Docker, Windows, MacOS

EDUCATION

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