

# Anthony Green

## Greater Seattle Area, WA

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### EXPERIENCE

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#### 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](https://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

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#### hyprfocus | Rust

[github.com/gusjengis/hyprfocus](https://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.

#### scuti | Rust

[github.com/gusjengis/scuti](https://github.com/gusjengis/scuti)

- 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](https://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](https://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 has a Typescript + SolidJS layer for optional advanced UI.

### TECHNICAL SKILLS

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**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

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

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