

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 backed for Unity mobile titles, including authentication, persistent storage, and serverless endpoints.
- Managed Apple Developer account and automated iOS build and release process.
- Integrated monetization and platform SDKs into production mobile 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

- Used Rust to create a Linux service for hyprland that logs window focus events. First activity tracker for the platform.
- Created a terminl UI that uses these logs to render an interactive activity/screen time report.
- Setup a CD/CI pipeline using Github Actions to automatically publish releases to several package managers.

Particle Life | JS, WebGL

portfolio.agreenweb.com/pLife

- Implemented a beautiful particle-based artificial life simulator. Complex interactions from simple rules.
- Achieved a 300% performance boost using spatially partitioned collision detection.

Portfolio Site | JS, HTML/CSS, Node, AWS

portfolio.agreenweb.com

- Crafted a unique, OS-style portfolio site from scratch, showcasing over 20 personal projects, using pure JS/HTML/CSS.
- Developed a custom Node.js server and templating engine, hosted on AWS.
- Engineered a system maintaining window states in query strings to facilitate sharing.
- Created a proprietary, component-based UI framework, facilitating efficient abstraction.

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.

TECHNICAL SKILLS

Languages: Rust, Python, JS, C64 Basic, C/C++, Arduino, HTML, CSS, WASM, WGSL/WebGPU, GLSL/WebGL, C#, HLSL, Nix, Markdown, Typst

Tools: Neovim, OpenCode(AI Agent), Git, Linux, Unity, Docker, AWS, Windows, MacOS, Arduino

EDUCATION

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

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