Anthony Green

Software Engineer

// anthony.j.green@outlook.com • (253) 495-2988 • linkedin.com/in/anthonygreen03/

Experience

Backend Engineer – Rainspire Studios (05/2025 – Present)
- Led the integration of 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.

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.

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)