

# Anthony Green

## Greater Seattle Area, WA

anthony.j.green@outlook.com | (253) 495-2988 | [linkedin.com/in/anthonygreen03](https://www.linkedin.com/in/anthonygreen03) | [github.com/gusjengis](https://github.com/gusjengis)

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.

#### 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 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](https://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](https://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](https://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](https://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)