Carrington — Profile

I work where computation, geometry, and interaction meet.

What I do

I build small, testable prototypes and real-time simulations to study how complex systems settle and hold shape. Work spans game-engine experiments, embedded bench testbeds, and brief technical notes.

Current projects (one-liners)

- Coherence-device prototype: high-level exploration with visualization/tests in Godot 4.5.1

- Embedded bench: USB-powered microcontroller platform with standard sensors for repeatable measures.

- Movement prototype: timing, parry, and flow loops for expressive control in Godot 4.5.1

Topics I'm comfortable discussing

- Phase/relaxation views of field behavior (high level)

- Practical constraints in small prototypes (power, wiring, mounting)

- Game-engine iteration loops and visual diagnostics

Keywords

Computation; geometry; real-time systems; embedded prototyping; interaction; Godot 4.x; Python.

Contact

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