Christian Gorton

Contact	contact@christiangorton.com
Web	gorto.xyz · github.com/cgorto
Location	Colorado, US (Mountain Time)
Languages	Rust, C, C++, Odin, Python, SQL
Graphics	Vulkan, SPIR-V, rust-gpu, compute, bindless
Profiling	Tracy, RenderDoc, Nsight
Systems	Linux, PostgreSQL, CI/CD, Docker

PROJECTS

2026 –

asha — rendering engine in Rust

Shaders are Rust too: rust-gpu compiles them to SPIR-V, and geometry is pulled through storage-buffer pointers rather than vertex layouts. GPU-driven culling, bindless resources by address, dual-quaternion skinning, an SDF gizmo layer for tooling, and a mesh pool with mutable slots so long editing sessions reuse memory instead of exhausting it.

Includes tanu, an animation runtime: distance-driven locomotion phase, inertialized transitions in place of crossfades, a two-band spring spine for acceleration lean, and a hand-authored keypose pipeline.

2026 –

world editor and game systems

An in-engine editor built on asha: block authoring on a quarter-tile lattice, palette-indexed vertex painting, and a traversal validator that floods the world into zones, derives reachability from the character's own jump arc, and paints unwinnable geometry in place.

EXPERIENCE

2024 – 2025

Western Union — Solutions Engineer

Migrated legacy MuleSoft APIs to Java Spring Boot across backend payment services. Built Dynatrace observability for production health, led root-cause analysis on recurring incidents, and replaced manual support flows with administrative tooling.

2022 – 2024

SeedBin — Software Developer

Python and PostgreSQL pipelines for multi-source agricultural data, schema design and query optimization for warehousing, and a performance-focused refactor of a large legacy application. Delivered web applications serving 5,000+ users.

EDUCATION

University of Colorado, Boulder

B.A. Mathematics, minor in Computer Science. Linear algebra, abstract algebra, analysis, probability theory, machine learning.