

## Contact

[www.linkedin.com/in/christian-meurin](https://www.linkedin.com/in/christian-meurin) (LinkedIn)  
[cmmeurin.wixsite.com/christians-portfolio](https://cmmeurin.wixsite.com/christians-portfolio) (Personal)

## Top Skills

Virtual Reality (VR)

C++

C#

## Languages

English

## Certifications

Certificate of Completion

## Honors-Awards

Best Juice

Most Depth

Best Animation

# Christian Meurin

Software Engineer

Burbank, California, United States

## Summary

My name is Sarah Meurin. I've been taking a self-motivated initiative in learning software and programming for about 15 years. I'm versed in Rust, C/C++ and C#, with some knowledge in JavaScript and Python. I have a keen interest in squeezing out performance and speed in top quality code.

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## Experience

Game Gen

2D Pixel Artist

September 2022 - Present (1 year 11 months)

Remote

Began producing 2D pixel art for the student game project Frogger

Roy Meurin

Software Engineer

June 2018 - May 2019 (1 year)

Burbank, California, United States

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## Education

Game Gen Studios

N/A, Programming Skills · (September 2020 - August 2022)

Glendale Community College

Computer Science · (2005 - 2011)

John Burroughs High School

High School Diploma · (2001 - 2005)

Self-taught

· (June 2003)