Marc CERUTTI – Engine Programmer

Available immediately | Bordeaux, France
marc.cerutti@outlook.fr | portfolio.marc-cerutti.com | linkedin.com/in/m21-cerutti | github.com/m21-cerutti | gitlab.com/m21-cerutti | buggygamedev.itch.io

Summary

I like architecting: finding the right level of abstraction, thinking about what the code will have to become, and leaving the team a way to measure what happens. Understanding why a system is slow is the part of the job I would do anyway, alone or inside a large AAA production.

Certifications

• 2025 – 2026 — ISTQB Certified Tester - Foundation Level (CTFL)

• 2025 – 2026 — ISTQB Certified Tester Advanced Level - Test Automation Engineering (CTAL-TAE) V2.0

Languages

• **English** : Professional (C1)

• **French** : Native

Technical Skills

Programming Languages : C++, C#, Python

Performance & Profiling : CPU / memory analysis, Memory management, Multithreading, Optimization, Low-level debugging, Bot-driven E2E capture, Pathfinding

Engines & Graphics : Unreal Engine 5 (C++ / Blueprint), Unity, Godot, Anvil (Ubisoft), OpenGL, OpenInventor, Real-time rendering, Rendering pipeline, Voxel / volumetric, Procedural generation

Architecture & Build : Architecture design, Framework development, Algorithms & data structures, Sharpmake, CMake, Perforce, Git

Soft Skills

• **Methodical investigation** : Dig into a system in depth before optimizing it.

• **Architectural rigor** : Find the right abstraction level before writing code.

• **Quality & measurement** : Build tests and measurability into the engine itself.

• **Autonomy & initiative** : Investigate on my own and propose long-term fixes.

• **Adaptability** : At ease in structured AAA as in indie / jam teams.

Professional Experience

Software Tester / Test Automation Engineer — May 2025 – March 2026
SOGETI (CAPGEMINI), Merignac – Fixed-term contract — *Python, UFT, Selenium, Squash, Jira, E2E testing*

Manual and automated testing on short-cycle projects: test tooling optimized (4x faster script runs), technical debt reduced.

Engine Programmer - Performance & Profiling — March 2023 – August 2024
Ubisoft, Bordeaux – M2 internship then fixed-term contract — *C++, C#, Anvil, Perforce, Sharpmake, Jenkins*

Cross-functional Performance & Profiling team on the proprietary Anvil engine: modular C++/C# in-engine tooling capturing final-game performance with bots, on several AAA productions (Assassin's Creed Shadows).

• Bot framework for CPU / memory performance analysis, multi-production and multi-platform.

• Instrumentation and automated reporting built into the engine, driven by precomputed navigation scenarios.

Fullstack Developer — April 2021 – August 2021
Thermo Fisher Scientific, Bordeaux – M2 internship — *C++, OpenInventor, Voxel picking, Orthoslice measurements, Real-time rendering*

C++ / OpenInventor 3D backend of the Athena volumetric viewer, shipped to production: voxel picking, 2D orthoslice measurements, rendering optimization.

Projects

Submerged - Physical escape game installation — March 2022 – July 2022
Student project – Cnam Enjmin, M1 JMIN – 6 people – Programmer — *Unity, C#, Kinect, Arduino / NFC, OpenCV, GitLab CI/CD*

Unity installation: Kinect multi-head tracking, NFC / Arduino, FMOD 5.1 surround, automated GitLab CI/CD builds.

Minicraft - Voxel engine from scratch — April 2022
Prototype – Cnam Enjmin, M1 JMIN – solo — *C++, OpenGL, Voxel, 3D rendering*

Low-level 3D voxel engine written from scratch in C++ and OpenGL.

Education

ISTQB Certified Software Test Engineer (work-study) February 2025 – May 2026
M2i Formation & SOGETI, Remote – Certification program *ISTQB, Robot Framework, Playwright, CI/CD*

Master's Degree in Games and Interactive Digital Media (JMIN) 2021 – 2023
Cnam Enjmin, Angouleme – Master (Bac+5) *Game programming, Rapid prototyping*

Master's Degree in Computer Science - Image and Sound (IIS) 2019 – 2021
University of Bordeaux, Bordeaux – Master (Bac+5) *Real-time rendering, Rendering pipeline, Shaders, OpenGL, Computer vision*

Interests

- **Game Jams** : Design and ship a game in 48h: autonomy and rigor.
- **Japanese animation** : Visual and narrative culture: curiosity and openness.
- **Fantasy & science-fiction reading** : Novels and worldbuilding that feed imagination.
- **Art & DIY** : 3D printing, resin: from concept to prototype.