

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

SOGETI (CAPGEMINI), Merignac – Fixed-term contract

May 2025 – March 2026

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

Ubisoft, Bordeaux – M2 internship then fixed-term contract

March 2023 – August 2024

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

Thermo Fisher Scientific, Bordeaux – M2 internship

April 2021 – August 2021

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

Student project – Cnam Enjmin, M1 JMIN – 6 people – Programmer

March 2022 – July 2022

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

Prototype – Cnam Enjmin, M1 JMIN – solo

April 2022

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)

M2i Formation & SOGETI, Remote – Certification program

February 2025 – May 2026

ISTQB, Robot Framework, Playwright, CI/CD

Master's Degree in Games and Interactive Digital Media (JMIN)

Cnam Enjmin, Angouleme – Master (Bac+5)

2021 – 2023

Game programming, Rapid prototyping

Master's Degree in Computer Science - Image and Sound (IIS)

University of Bordeaux, Bordeaux – Master (Bac+5)

2019 – 2021

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.