Marc CERUTTI – Gameplay Programmer

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Summary

Game jams since 2016 taught me the thing I still chase: getting an idea playable fast enough to feel whether it works. I like the moment a mechanic stops being a spec and starts being fun, and I like the mix of people it takes to get there.

Awards

• 2020 — Public's Favourite Prize - Heartless, lyrical 2D platformer (48h)

• 2020 — Label[i] Prize - Darknest, pixel-art 2D platformer

• 2018 — Game Design Prize - CyberHunt, asymmetric co-op

Certifications

• 2025 – 2026 — ISTQB Certified Tester (CTFL + CTAL-TAE V2.0)

Languages

• **English** : Professional (C1)

• **French** : Native

Technical Skills

Game Engines : Unity3D (C#), Unreal Engine 5 (C++ / Blueprint), Godot, Anvil (Ubisoft)

Gameplay : 3C (Camera, Character, Control), Game feel & rapid prototyping, Split-screen / versus / network, Narrative & dialogue systems, UI / HUD, Game AI (behaviour tree, pathfinding), Level design tools

Programming Languages : C#, C++, Blueprint, Python

Audio & Graphics : FMOD, Wwise, Shaders (URP / HDRP), Procedural generation, Blender

Production & Pipeline : Git, Perforce, Jenkins, GitLab CI/CD, Jira, Steam / itch.io release

Soft Skills

• **Technical leadership** : Technical direction and task coordination on game teams.

• **Rapid prototyping** : Ship a playable, tested build under tight deadlines.

• **Cross-discipline work** : Tooling so designers and artists work without code.

• **Creative curiosity** : Game jams and creative projects feed prototyping.

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

Professional Experience

QA Automation Engineer - Test tooling & pipelines — May 2025 – March 2026
SOGETI (CAPGEMINI), Mérignac – Fixed-term contract — *Python, UFT, Test automation, CI/CD*

Automated test frameworks and pipelines (Python, UFT), scripts reworked for 4x faster runs. Directly transferable to game build validation and CI.

Engine / Tools Programmer - Anvil test automation — March 2023 – August 2024
Ubisoft, Bordeaux – M2 internship then fixed-term contract — *C++, C#, Anvil, Perforce, Jenkins*

C++/C# test and performance tooling in Anvil (Assassin's Creed Shadows).

• Bot framework replaying navigation and pathfinding scenarios.

Gameplay Programmer & Designer - Reigns-like serious game — July 2022 – August 2022
S-M-P (Sportagogie), Angouleme – Internship — *Unity, C#, ANTLR4, Pixel art, GitLab CI/CD*

Lead programmer and designer of a playable serious game, in a 2-person team.

• Core financial mechanics, Reigns-like card gameplay loop and an ANTLR4 content DSL.

Projects

Cold Trust - AAA-style narrative vertical slice — October 2022 – February 2023
End-of-studies production – Cnam Enjmin, JMIN – 12 people – Programmer — *Unreal Engine 5, Blueprint, C++, Jenkins*

UE5 narrative game: Blueprint library for designers, interaction and cinematics.

White Mirror - 2D speedrun platformer, released on Steam — January 2022
Game jam then Steam release – Global Game Jam 2022 – 7 people – Programmer — *Unity, C#, Shader, FMOD, Steam, CI/CD*

48h split-screen platformer polished into a Steam release: gameplay, FMOD, CI/CD.

Education

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

Master's Degree in Games and Interactive Digital Media (JMIN) 2021 – 2023
Cnam Enjmin, Angouleme – Master (Bac+5) *Gameplay programming (C++ / C#), Game AI, Game & level design*

Master's Degree in Computer Science - Image and Sound (IIS) 2019 – 2021
University of Bordeaux, Bordeaux – Master (Bac+5) *Real-time rendering, Shaders, 3D pipeline*

Interests

- **Game Jams** : Design and ship a playable game in 48h, often as tech lead.
- **Japanese animation** : Visual and narrative culture: curiosity and openness.
- **Fantasy & science-fiction** : Novels and narrative games: worldbuilding.
- **Art & DIY** : 3D printing, resin, props.