

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

SOGETI (CAPGEMINI), Mérignac – Fixed-term contract

May 2025 – March 2026

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

Ubisoft, Bordeaux – M2 internship then fixed-term contract

March 2023 – August 2024

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

S-M-P (Sportagodie), Angoulême – Internship

July 2022 – August 2022

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

End-of-studies production – Cnam Enjmin, JMIN – 12 people – Programmer

October 2022 – February 2023

Unreal Engine 5, Blueprint, C++, Jenkins

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

White Mirror - 2D speedrun platformer, released on Steam

Game jam then Steam release – Global Game Jam 2022 – 7 people – Programmer

January 2022

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)

M2i Formation & SOGETI (Capgemini), Remote – Certification program

February 2025 – May 2026

ISTQB, Test automation, CI/CD

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

Cnam Enjmin, Angouleme – Master (Bac+5)

2021 – 2023

Gameplay programming (C++ / C#), Game AI, Game & level design

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

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

2019 – 2021

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.