

Marc CERUTTI – QA Engineer

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SUMMARY

What I like about testing is understanding how a system really works, then finding where it breaks. I would rather prevent a defect than report one, and I speak to both sides: the people who wrote the code and the people who depend on it.

CERTIFICATIONS

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

LANGUAGES

- **French** : Native
- **English** : Professional (C1)

TECHNICAL SKILLS

QA & Testing : ISTQB, Test Plans & Design, Test Reporting, Manual Testing, E2E Testing, API Testing, Defect Management, Test Data Management, Performance Testing

Test Automation : UFT, Selenium, Playwright, Cypress, RobotFramework, Postman/Bruno

Test Management & Collaboration : Squash, Jira, Agile / Scrum, Advanced Excel (macros)

DevOps & Build : Git, Perforce, Docker, Jenkins, GitHub Actions, GitLab CI/CD

Languages : Python, TypeScript, JavaScript, C#, C++, SQL, XPath

SOFT SKILLS

- **Anticipation & proactivity** : Catch defects before the product, propose fixes.
- **Rigor & autonomy** : Validate specifications independently, from analysis to reliable delivery.
- **Cross-team communication** : Bridge QA, dev and design; clear synthesis, useful alerts.
- **Technical investigation** : Understand systems, analyze workflows to optimize
- **Humility & commitment** : Learn and share as an equal, improve continuously

PROFESSIONAL EXPERIENCE

Software Testing Engineer

May 2025 – Mar. 2026

SOGETI (CAPGEMINI), Mérignac – Fixed-term contract

UFT, Selenium, Cypress, Squash, Jira, E2E Testing, Python

Test planning, estimation, execution and reporting across multiple concurrent projects, with emphasis on automation and efficiency.

- Test planning, design and estimation across concurrent projects.
- Execution, reporting, campaign closure and defect triage (detection, qualification, tracking).
- Automation optimization (4x performance improvement) and technical debt reduction.

Engine/Tools Programmer - Automated Testing

Mar. 2023 – Aug. 2024

Ubisoft, Bordeaux – M2 internship then fixed-term contract

C++, C#, .NET, Anvil, Perforce, Jenkins, Jira

Performance & Profiling team of the Anvil engine: test automation at AAA scale, on productions including Assassin's Creed Shadows.

- End-to-end bot framework validating core gameplay features across productions and platforms.
- Internal tools for performance analysis (CPU, memory) and automated reporting.

Software Developer - Scientific 3D Viewer

Apr. 2021 – Aug. 2021

Thermo Fisher Scientific, Bordeaux – M2 internship

Cypress, E2E Testing, Angular, TypeScript, C++

Athena scientific imaging platform: fullstack work on the volumetric viewer.

- Shift-left: automated Cypress E2E tests on the Angular front end.

PROJECTS

DigitalBank - Test Automation

Sep. 2025 – May 2026

Case study – Software Tester exam, 2i Academy by M2i – solo

RobotFramework, Selenium, GitHub Actions, CI/CD, E2E, API

Complete test automation strategy for a demonstrative banking application in an Agile context, designed as a reusable enterprise baseline.

- Robot Framework / Selenium tests on critical paths: authentication, transfers, bill payment.
- GitHub Actions CI/CD: PR validation gates, fast feedback, quality dashboard.
- QA traceability (ADR, glossary) and multi-environment test data management.

EDUCATION

ISTQB-certified Software Testing Engineer

M2i Formation and SOGETI, Remote – Certification program

Feb. 2025 – May 2026

ISTQB, RobotFramework, Selenium, Playwright, CI/CD

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

Cnam Enjmin, Angoulême – Master's (Bac+5)

2021 – 2023

Game programming, Digital installations

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

Université de Bordeaux, Bordeaux – Master's (Bac+5)

2019 – 2021

3D pipeline, Graphics programming, Shaders, OpenCV

INTERESTS

- **Game Jams** : Designing and shipping a video game in 48h
- **Japanese animation** : Visual and narrative culture, curiosity
- **Fantasy & science-fiction** : Original worlds, imagination and worldbuilding
- **AI image generation (ComfyUI)** : Local node-based pipelines, open-source custom node
- **Art & DIY** : Building technical creations, concept to prototype