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 — Feb. 2025 – May 2026
M2i Formation and SOGETI, Remote – Certification program — *ISTQB, RobotFramework, Selenium, Playwright, CI/CD*

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

Master's in Computer Science - Image and Sound (IIS) — 2019 – 2021
Université de Bordeaux, Bordeaux – Master's (Bac+5) — *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