Marc CERUTTI – Software Developer

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Summary

Generalist by temperament: I enjoy landing in an unfamiliar stack and becoming useful quickly. A detour through QA taught me to ask what happens when it fails, and I brought that reflex back to the build side. I would rather ship something solid than ship it too fast.

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

Languages & Frameworks : C++ / Qt, C#, C, Python, TypeScript / JavaScript, Node.js, OpenGL, OpenCV, Web (Angular, Vue.js, Astro, Tailwind CSS), Protobuf, SQLite

Code Architecture : Architecture design, Framework development, Event bus / event system, API design, Cross-platform (Win/Linux/macOS), Debugging & profiling, Code review

DevOps & Build : Linux, Git, Perforce, Docker, Traefik, GitLab CI/CD, GitHub Actions, Jenkins, Ansible, SSH hardening / Fail2ban, CMake, Sharpmake

Testing & Collaboration : Unit tests, Playwright, Test automation, REST APIs (Postman), Agile / Scrum, Jira, Confluence, ADR, Technical documentation

Soft Skills

- **Adaptability** : Productive fast on an unfamiliar stack or domain.
- **Autonomy** : Validate specs and carry a feature through to production.
- **Technical rigor** : Dig into a system until its behavior is understood.
- **Anticipation** : Flag code weaknesses before they reach the product.
- **Cross-team communication** : Bridge between developers, QA and stakeholders.

Professional Experience

Software Testing Engineer May 2025 – March 2026
SOGETI (CAPGEMINI), Merignac – Fixed-term contract *Python, UFT, Squash, Jira, E2E testing, Performance optimization*

Software engineer on short-cycle client projects: built and optimized automated tooling, cut execution time 4x, from planning to defect triage.

Software Developer - Engine & Tools March 2023 – August 2024
Ubisoft, Bordeaux – M2 internship then fixed-term contract *C++, C#, .NET, Perforce, Test automation, Optimization*

C++/C# systems development inside a proprietary AAA game engine: framework architecture, performance analysis and code review across AAA productions (Assassin's Creed Shadows).

Fullstack Developer - Athena Volumetric Viewer April 2021 – August 2021
Thermo Fisher Scientific, Bordeaux – M2 internship *TypeScript, Angular, C++, OpenInventor, Protobuf, Cypress*

Full-stack delivery on a scientific 3D viewer: Angular/TypeScript front end over a C++/OpenInventor backend via Protobuf, with a custom 2D UI framework and Cypress E2E tests.

Projects

Portfolio - Astro rebuild & DevSecOps pipeline 2026
Side project – solo *Astro, Vue.js, Tailwind CSS, GitLab CI/CD, Vitest, Playwright*

Static site in Astro, Vue.js and Tailwind CSS with a quality chain: linters, Vitest and Playwright tests, GitLab CI/CD pipeline.

Portfolio deployment 2026
Side project – solo *Ansible, Ansible Vault, Linux, Docker, Traefik, Let's Encrypt, Fail2ban, SSH hardening*

Ansible provisioning of the two VPS hosting the portfolio: SSH hardening (ed25519), Fail2ban jails, Traefik + Let's Encrypt reverse proxy, containerized deployment.

Education

Master's Degree in Games and Interactive Digital Media (JMIN) 2021 – 2023
Cnam Enjmin, Angouleme – Master (Bac+5) *Software prototyping, Project management*

Master's Degree in Computer Science - Image and Sound (IIS) 2019 – 2021
University of Bordeaux, Bordeaux – Master (Bac+5) *Image processing, Computer vision, Machine learning*

Bachelor's Degree in Computer Science September 2016 – July 2019
University of Bordeaux, Bordeaux – Bachelor (Bac+3) *C, Java, C++, Algorithms & data structures, Operating systems, Networking*

Interests

- **Game Jams** : Design and ship a game in 48h: autonomy and rigor.
- **Japanese animation** : Visual and narrative culture: pacing and staging.
- **Fantasy & science-fiction reading** : Novels and original narrative worlds.
- **Local image generation** : Node-based AI pipelines running fully on-device.
- **Art & DIY** : 3D printing and resin: from concept to prototype.