

Marc CERUTTI – Tools Programmer

Available immediately | Bordeaux, France

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SUMMARY

I build tools so other people can do their best work. What drives me is the moment a designer or an artist stops waiting on a programmer. I take the time to understand how a team actually works before writing anything, and I care more about being useful than clever.

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

Tooling & Automation : Tool Development, Editor Scripting, Custom Editor Tools, Content DSL (ANTLR4), Production Data Pipelines, Framework Development, Test Automation

Languages : C#, .NET, C++, Python, TypeScript

Engines, UI & Architecture : Anvil (Ubisoft), Unity Editor, Dear ImGui, Qt, UI System Design, Architecture Design, Data Visualization

Pipelines, Build & DevOps : Git, Perforce, Jenkins, GitLab CI/CD, Build & Deployment Pipelines, Sharpmake, Docker, Jira

SOFT SKILLS

- **User-focused tooling** : Tools designed to be adopted by the people who use them.
- **Autonomy & investigation** : Diagnose and document complex issues independently.
- **Clear synthesis** : Readable architecture and workflow diagrams for the team.
- **Cross-discipline bridge** : Natural link between QA, programmers and game designers.
- **Humility & commitment** : Learn, share, and hold clear goals with the team.

PROFESSIONAL EXPERIENCE

Test Automation Engineer - Automation Toolchain

SOGETI (CAPGEMINI), Mérignac – Fixed-term contract

May 2025 – March 2026

UFT, Python, Advanced Excel, Squash, Jira

Maintained and optimized an automated test toolchain shared across concurrent client projects.

- Reworked the scripts (4x faster execution), cut technical debt, handled test data management.

Tools Programmer - Automated Test Frameworks

Ubisoft, Bordeaux – M2 internship then fixed-term contract

March 2023 – August 2024

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

Internal C++/C# tooling for the proprietary AAA engine Anvil, shipped across multiple productions.

- Designed an automated test framework and bot testing infrastructure validating core gameplay functionality.
- Authoring and data-pipeline tools: scenario preprocessing, pathfinding precomputation, data upload.
- Report generation and data visualization so production teams could read results without a programmer.

Game Developer - Content Tooling & DSL

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

July 2022 – August 2022

ANTLR4, C#, Unity3D, GitLab CI/CD

ANTLR4-based DSL and internal Unity tooling so non-programmers could author narrative and economic content.

PROJECTS

Submerged - Game Master tooling & build pipeline

Student project, Cnam Enjmin (M1 JMIN) – 6 pers.

March 2022 – July 2022

Unity3D, C#, GitLab CI/CD, Multi-monitor, Kinect / NFC / Arduino, FMOD

Game Master override interface with multi-monitor management, and a GitLab CI/CD pipeline automating Unity builds and deployment.

EDUCATION

ISTQB Certified Software Test Engineer (work-study)

M2i Formation & SOGETI, Remote – Certification program

February 2025 – May 2026

ISTQB, RobotFramework, Playwright, CI/CD

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

Cnam Enjmin, Angoulême – MSc (Bac+5)

2021 – 2023

Game programming, Interactive installations

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

Université de Bordeaux, Bordeaux – MSc (Bac+5)

2019 – 2021

3D pipeline, Graphics programming, OpenCV

INTERESTS

- **Game Jams** : Design and ship a game in 48h, with autonomy and rigour
- **Japanese animation** : Narrative and visual culture that feeds imagination
- **Fantasy & science-fiction reading** : Original worlds and narrative mechanics, worldbuilding
- **Art & DIY - 3D printing, resin, epoxy** : Build technical creations from concept to prototype