Marc CERUTTI – Tools Programmer

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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 — May 2025 – March 2026
SOGETI (CAPGEMINI), Mérignac – Fixed-term contract — *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 — March 2023 – August 2024
Ubisoft, Bordeaux – M2 internship then fixed-term contract — *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 — July 2022 – August 2022
S-M-P (Sportagogie), Angoulême – Internship — *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 — March 2022 – July 2022
Student project, Cnam Enjmin (M1 JMIN) – 6 pers. — *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) — February 2025 – May 2026
M2i Formation & SOGETI, Remote – Certification program — *ISTQB, RobotFramework, Playwright, CI/CD*

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

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