Marc CERUTTI

Engine Programmer

I like architecting: finding the right level of abstraction, thinking about what the code will have to become, and leaving the team a way to measure what happens. Understanding why a system is slow is the part of the job I would do anyway, alone or inside a large AAA production.

Available immediately
Bordeaux, France

CONTACT

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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

EDUCATION

February 2025 – May 2026, ISTQB Certified Software Test Engineer (work-study)
M2i Formation & SOGETI

2021 – 2023, Master's Degree in Games and Interactive Digital Media (JMIN)
Cnam Enjmin

2019 – 2021, Master's Degree in Computer Science - Image and Sound (IIS)
University of Bordeaux

SOFT SKILLS

Methodical investigation : Dig into a system in depth before optimizing it.

Architectural rigor : Find the right abstraction level before writing code.

Quality & measurement : Build tests and measurability into the engine itself.

Autonomy & initiative : Investigate on my own and propose long-term fixes.

Adaptability : At ease in structured AAA as in indie / jam teams.

INTERESTS

Game Jams : Design and ship a game in 48h: autonomy and rigor.

Japanese animation : Visual and narrative culture: curiosity and openness.

Fantasy & science-fiction reading : Novels and worldbuilding that feed imagination.

Art & DIY : 3D printing, resin: from concept to prototype.

SKILLS

Programming Languages

C++ · C# · Python

Performance & Profiling

CPU / memory analysis · Memory management · Multithreading · Optimization · Low-level debugging · Bot-driven E2E capture · Pathfinding

Engines & Graphics

Unreal Engine 5 (C++ / Blueprint) · Unity · Godot · Anvil (Ubisoft) · OpenGL · OpenInventor · Real-time rendering · Rendering pipeline · Voxel / volumetric · Procedural generation

Architecture & Build

Architecture design · Framework development · Algorithms & data structures · Sharpmake · CMake · Perforce · Git

PROFESSIONAL EXPERIENCE

Software Tester / Test Automation Engineer
May 2025 – March 2026

Python, UFT, Selenium, Squash, Jira, E2E testing

SOGETI (CAPGEMINI), Merignac – Fixed-term contract

Manual and automated testing on short-cycle projects: test tooling optimized (4x faster script runs), technical debt reduced.

Engine Programmer - Performance & Profiling
March 2023 – August 2024

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

Ubisoft, Bordeaux – M2 internship then fixed-term contract

Cross-functional Performance & Profiling team on the proprietary Anvil engine: modular C++/C# in-engine tooling capturing final-game performance with bots, on several AAA productions (Assassin's Creed Shadows).

- Bot framework for CPU / memory performance analysis, multi-production and multi-platform.
- Instrumentation and automated reporting built into the engine, driven by precomputed navigation scenarios.

Fullstack Developer
April 2021 – August 2021

C++, OpenInventor, Voxel picking, Orthoslice measurements, Real-time rendering

Thermo Fisher Scientific, Bordeaux – M2 internship

C++ / OpenInventor 3D backend of the Athena volumetric viewer, shipped to production: voxel picking, 2D orthoslice measurements, rendering optimization.

PROJECTS

Submerged - Physical escape game installation
March 2022 – July 2022

Unity, C#, Kinect, Arduino / NFC, OpenCV, GitLab CI/CD

Student project (6 people)

Cnam Enjmin, M1 JMIN – Programmer
Unity installation: Kinect multi-head tracking, NFC / Arduino, FMOD 5.1 surround, automated GitLab CI/CD builds.

Minicraft - Voxel engine from scratch
April 2022

C++, OpenGL, Voxel, 3D rendering

Prototype (solo)

Cnam Enjmin, M1 JMIN
Low-level 3D voxel engine written from scratch in C++ and OpenGL.