

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 <i>Python, UFT, Selenium, Squash, Jira, E2E testing</i>	May 2025 – March 2026 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 <i>C++, C#, Anvil, Perforce, Sharpmake, Jenkins</i>	March 2023 – August 2024 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 <i>C++, OpenInventor, Voxel picking, Orthoslice measurements, Real-time rendering</i>	April 2021 – August 2021 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.	
Submerged - Physical escape game installation <i>Unity, C#, Kinect, Arduino / NFC, OpenCV, GitLab CI/CD</i>	March 2022 – July 2022 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 <i>C++, OpenGL, Voxel, 3D rendering</i>	April 2022 Prototype (solo)
Cnam Enjmin, M1 JMIN Low-level 3D voxel engine written from scratch in C++ and OpenGL.	