

Marc CERUTTI

Game jams since 2016 taught me the thing I still chase: getting an idea playable fast enough to feel whether it works. I like the moment a mechanic stops being a spec and starts being fun, and I like the mix of people it takes to get there.

Gameplay Programmer

Available immediately
Bordeaux, France

CONTACT

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CERTIFICATIONS

- 2025 – 2026 — ISTQB Certified Tester (CTFL + 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 (Capgemini)

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

- Technical leadership** : Technical direction and task coordination on game teams.
- Rapid prototyping** : Ship a playable, tested build under tight deadlines.
- Cross-discipline work** : Tooling so designers and artists work without code.
- Creative curiosity** : Game jams and creative projects feed prototyping.
- Adaptability** : At ease in AAA as in indie / jam teams.

AWARDS

- 2020 — Public's Favourite Prize - Heartless, lyrical 2D platformer (48h)
- 2020 — Label[i] Prize - Darknest, pixel-art 2D platformer
- 2018 — Game Design Prize - CyberHunt, asymmetric co-op

INTERESTS

- Game Jams** : Design and ship a playable game in 48h, often as tech lead.
- Japanese animation** : Visual and narrative culture: curiosity and openness.
- Fantasy & science-fiction** : Novels and narrative games: worldbuilding.
- Art & DIY** : 3D printing, resin, props.

SKILLS

Game Engines

- Unity3D (C#)
- Unreal Engine 5 (C++ / Blueprint)
- Godot
- Anvil (Ubisoft)

Gameplay

- 3C (Camera, Character, Control)
- Game feel & rapid prototyping
- Split-screen / versus / network
- Narrative & dialogue systems
- UI / HUD
- Game AI (behaviour tree, pathfinding)
- Level design tools

Programming Languages

- C#
- C++
- Blueprint
- Python

Audio & Graphics

- FMOD
- Wwise
- Shaders (URP / HDRP)
- Procedural generation
- Blender

Production & Pipeline

- Git
- Perforce
- Jenkins
- GitLab CI/CD
- Jira
- Steam / itch.io release

PROFESSIONAL EXPERIENCE

QA Automation Engineer - Test tooling & pipelines <i>Python, UFT, Test automation, CI/CD</i>	May 2025 – March 2026 SOGETI (CAPGEMINI), Mérignac – Fixed-term contract
Automated test frameworks and pipelines (Python, UFT), scripts reworked for 4x faster runs. Directly transferable to game build validation and CI.	
Engine / Tools Programmer - Anvil test automation <i>C++, C#, Anvil, Perforce, Jenkins</i>	March 2023 – August 2024 Ubisoft, Bordeaux – M2 internship then fixed-term contract
C++/C# test and performance tooling in Anvil (Assassin's Creed Shadows). • Bot framework replaying navigation and pathfinding scenarios.	
Gameplay Programmer & Designer - Reigns-like serious game <i>Unity, C#, ANTLR4, Pixel art, GitLab CI/CD</i>	July 2022 – August 2022 S-M-P (Sportagogie), Angoulême – Internship
Lead programmer and designer of a playable serious game, in a 2-person team. • Core financial mechanics, Reigns-like card gameplay loop and an ANTLR4 content DSL.	
Cold Trust - AAA-style narrative vertical slice <i>Unreal Engine 5, Blueprint, C++, Jenkins</i>	October 2022 – February 2023 End-of-studies production (12 people)
Cnam Enjmin, JMIN – Programmer UE5 narrative game: Blueprint library for designers, interaction and cinematics.	
White Mirror - 2D speedrun platformer, released on Steam <i>Unity, C#, Shader, FMOD, Steam, CI/CD</i>	January 2022 Game jam then Steam release (7 people)
Global Game Jam 2022 – Programmer 48h split-screen platformer polished into a Steam release: gameplay, FMOD, CI/CD.	