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
May 2025 – March 2026
Python, UFT, Test automation, CI/CD
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
March 2023 – August 2024
C++, C#, Anvil, Perforce, Jenkins
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
July 2022 – August 2022
Unity, C#, ANTLR4, Pixel art, GitLab CI/CD
S-M-P (Sportagogie), Angouleme – 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.

PROJECTS

Cold Trust - AAA-style narrative vertical slice
October 2022 – February 2023
Unreal Engine 5, Blueprint, C++, Jenkins
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
January 2022
Unity, C#, Shader, FMOD, Steam, CI/CD
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.