Marc CERUTTI

QA Engineer

What I like about testing is understanding how a system really works, then finding where it breaks. I would rather prevent a defect than report one, and I speak to both sides: the people who wrote the code and the people who depend on it.

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

- **French** : Native
- **English** : Professional (C1)

EDUCATION

Feb. 2025 – May 2026, ISTQB-certified Software Testing Engineer
M2i Formation and SOGETI

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

2019 – 2021, Master's in Computer Science - Image and Sound (IIS)
Université de Bordeaux

SOFT SKILLS

Anticipation & proactivity : Catch defects before the product, propose fixes.

Rigor & autonomy : Validate specifications independently, from analysis to reliable delivery.

Cross-team communication : Bridge QA, dev and design; clear synthesis, useful alerts.

Technical investigation : Understand systems, analyze workflows to optimize

Humility & commitment : Learn and share as an equal, improve continuously

INTERESTS

Game Jams : Designing and shipping a video game in 48h

Japanese animation : Visual and narrative culture, curiosity

Fantasy & science-fiction : Original worlds, imagination and worldbuilding

AI image generation (ComfyUI) : Local node-based pipelines, open-source custom node

Art & DIY : Building technical creations, concept to prototype

SKILLS

QA & Testing

ISTQB | Test Plans & Design | Test Reporting | Manual Testing | E2E Testing | API Testing | Defect Management | Test Data Management | Performance Testing

Test Automation

UFT | Selenium | Playwright | Cypress | RobotFramework | Postman/Bruno

Test Management & Collaboration

Squash | Jira | Agile / Scrum | Advanced Excel (macros)

DevOps & Build

Git | Perforce | Docker | Jenkins | GitHub Actions | GitLab CI/CD

Languages

Python | TypeScript | JavaScript | C# | C++ | SQL | XPath

PROFESSIONAL EXPERIENCE

Software Testing Engineer
UFT, Selenium, Cypress, Squash, Jira, E2E Testing, Python

May 2025 – Mar. 2026
SOGETI (CAPGEMINI), Mérignac – Fixed-term contract

Test planning, estimation, execution and reporting across multiple concurrent projects, with emphasis on automation and efficiency.

- Test planning, design and estimation across concurrent projects.
- Execution, reporting, campaign closure and defect triage (detection, qualification, tracking).
- Automation optimization (4x performance improvement) and technical debt reduction.

Engine/Tools Programmer - Automated Testing
C++, C#, .NET, Anvil, Perforce, Jenkins, Jira

Mar. 2023 – Aug. 2024
Ubisoft, Bordeaux – M2 internship then fixed-term contract

Performance & Profiling team of the Anvil engine: test automation at AAA scale, on productions including Assassin's Creed Shadows.

- End-to-end bot framework validating core gameplay features across productions and platforms.
- Internal tools for performance analysis (CPU, memory) and automated reporting.

Software Developer - Scientific 3D Viewer
Cypress, E2E Testing, Angular, TypeScript, C++

Apr. 2021 – Aug. 2021
Thermo Fisher Scientific, Bordeaux – M2 internship

Athena scientific imaging platform: fullstack work on the volumetric viewer.

- Shift-left: automated Cypress E2E tests on the Angular front end.

PROJECTS

DigitalBank - Test Automation
RobotFramework, Selenium, GitHub Actions, CI/CD, E2E, API

Sep. 2025 – May 2026
Case study (solo)

Software Tester exam, 2i Academy by M2i
Complete test automation strategy for a demonstrative banking application in an Agile context, designed as a reusable enterprise baseline.

- Robot Framework / Selenium tests on critical paths: authentication, transfers, bill payment.
- GitHub Actions CI/CD: PR validation gates, fast feedback, quality dashboard.
- QA traceability (ADR, glossary) and multi-environment test data management.