Marc CERUTTI

Software Developer

Generalist by temperament: I enjoy landing in an unfamiliar stack and becoming useful quickly. A detour through QA taught me to ask what happens when it fails, and I brought that reflex back to the build side. I would rather ship something solid than ship it too fast.

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

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

September 2016 – July 2019, Bachelor's Degree in Computer Science
University of Bordeaux

SOFT SKILLS

Adaptability : Productive fast on an unfamiliar stack or domain.

Autonomy : Validate specs and carry a feature through to production.

Technical rigor : Dig into a system until its behavior is understood.

Anticipation : Flag code weaknesses before they reach the product.

Cross-team communication : Bridge between developers, QA and stakeholders.

INTERESTS

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

Japanese animation : Visual and narrative culture: pacing and staging.

Fantasy & science-fiction reading : Novels and original narrative worlds.

Local image generation : Node-based AI pipelines running fully on-device.

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

SKILLS

Languages & Frameworks

C++ / Qt · C# · C · Python · TypeScript / JavaScript · Node.js · OpenGL · OpenCV · Web (Angular, Vue.js, Astro, Tailwind CSS) · Protobuf · SQLite

Code Architecture

Architecture design · Framework development · Event bus / event system · API design · Cross-platform (Win/Linux/macOS) · Debugging & profiling · Code review

DevOps & Build

Linux · Git · Perforce · Docker · Traefik · GitLab CI/CD · GitHub Actions · Jenkins · Ansible · SSH hardening / Fail2ban · CMake · Sharpmake

Testing & Collaboration

Unit tests · Playwright · Test automation · REST APIs (Postman) · Agile / Scrum · Jira · Confluence · ADR · Technical documentation

PROFESSIONAL EXPERIENCE

Software Testing Engineer
Python, UFT, Squash, Jira, E2E testing, Performance optimization

May 2025 – March 2026
SOGETI (CAPGEMINI), Merignac – Fixed-term contract

Software engineer on short-cycle client projects: built and optimized automated tooling, cut execution time 4x, from planning to defect triage.

Software Developer - Engine & Tools
C++, C#, .NET, Perforce, Test automation, Optimization

March 2023 – August 2024
Ubisoft, Bordeaux – M2 internship then fixed-term contract

C++/C# systems development inside a proprietary AAA game engine: framework architecture, performance analysis and code review across AAA productions (Assassin's Creed Shadows).

Fullstack Developer - Athena Volumetric Viewer
TypeScript, Angular, C++, OpenInventor, Protobuf, Cypress

April 2021 – August 2021
Thermo Fisher Scientific, Bordeaux – M2 internship

Full-stack delivery on a scientific 3D viewer: Angular/TypeScript front end over a C++/OpenInventor backend via Protobuf, with a custom 2D UI framework and Cypress E2E tests.

PROJECTS

Portfolio - Astro rebuild & DevSecOps pipeline
Astro, Vue.js, Tailwind CSS, GitLab CI/CD, Vitest, Playwright

2026
Side project (solo)

Static site in Astro, Vue.js and Tailwind CSS with a quality chain: linters, Vitest and Playwright tests, GitLab CI/CD pipeline.

Portfolio deployment
Ansible, Ansible Vault, Linux, Docker, Traefik, Let's Encrypt, Fail2ban, SSH hardening

2026
Side project (solo)

Ansible provisioning of the two VPS hosting the portfolio: SSH hardening (ed25519), Fail2ban jails, Traefik + Let's Encrypt reverse proxy, containerized deployment.