

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++ / QtC#CPythonTypeScript / JavaScriptNode.jsOpenGLOpenCVWeb (Angular, Vue.js, Astro, Tailwind CSS)ProtobufSQLite

Code Architecture

Architecture designFramework developmentEvent bus / event systemAPI designCross-platform (Win/Linux/macOS)Debugging & profilingCode review

DevOps & Build

LinuxGitPerforceDockerTraefikGitLab CI/CDGitHub ActionsJenkinsAnsibleSSH hardening / Fail2banCMakeSharpmake

Testing & Collaboration

Unit testsPlaywrightTest automationREST APIs (Postman)Agile / ScrumJiraConfluenceADRTechnical 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.

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.