Marc CERUTTI

I build tools so other people can do their best work. What drives me is the moment a designer or an artist stops waiting on a programmer. I take the time to understand how a team actually works before writing anything, and I care more about being useful than clever.

Tools Programmer

Available immediately
Bordeaux, France

CONTACT

marc.cerutti@outlook.fr
portfolio.marc-cerutti.com
linkedin.com/in/m21-cerutti
github.com/m21-cerutti
gitlab.com/m21-cerutti
buggygamedev.itch.io

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

February 2025 – May 2026, ISTQB Certified Software Test Engineer (work-study)
M2i Formation & SOGETI

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

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

SOFT SKILLS

User-focused tooling : Tools designed to be adopted by the people who use them.

Autonomy & investigation : Diagnose and document complex issues independently.

Clear synthesis : Readable architecture and workflow diagrams for the team.

Cross-discipline bridge : Natural link between QA, programmers and game designers.

Humility & commitment : Learn, share, and hold clear goals with the team.

INTERESTS

Game Jams : Design and ship a game in 48h, with autonomy and rigour

Japanese animation : Narrative and visual culture that feeds imagination

Fantasy & science-fiction reading : Original worlds and narrative mechanics, worldbuilding

Art & DIY - 3D printing, resin, epoxy : Build technical creations from concept to prototype

SKILLS

Tooling & Automation

Tool Development · Editor Scripting · Custom Editor Tools · Content DSL (ANTLR4) · Production Data Pipelines · Framework Development · Test Automation

Languages

C# · .NET · C++ · Python · TypeScript

Engines, UI & Architecture

Anvil (Ubisoft) · Unity Editor · Dear ImGui · Qt · UI System Design · Architecture Design · Data Visualization

Pipelines, Build & DevOps

Git · Perforce · Jenkins · GitLab CI/CD · Build & Deployment Pipelines · Sharpmake · Docker · Jira

PROFESSIONAL EXPERIENCE

Test Automation Engineer - Automation Toolchain

May 2025 – March 2026

UFT, Python, Advanced Excel, Squash, Jira

SOGETI (CAPGEMINI), Mérignac – Fixed-term contract

Maintained and optimized an automated test toolchain shared across concurrent client projects.

- Reworked the scripts (4x faster execution), cut technical debt, handled test data management.

Tools Programmer - Automated Test Frameworks

March 2023 – August 2024

C#, .NET, C++, Anvil, Perforce, Sharpmake, Jenkins

Ubisoft, Bordeaux – M2 internship then fixed-term contract

Internal C++/C# tooling for the proprietary AAA engine Anvil, shipped across multiple productions.

- Designed an automated test framework and bot testing infrastructure validating core gameplay functionality.
- Authoring and data-pipeline tools: scenario preprocessing, pathfinding precomputation, data upload.
- Report generation and data visualization so production teams could read results without a programmer.

Game Developer - Content Tooling & DSL

July 2022 – August 2022

ANTLR4, C#, Unity3D, GitLab CI/CD

S-M-P (Sportagogie), Angoulême – Internship

ANTLR4-based DSL and internal Unity tooling so non-programmers could author narrative and economic content.

PROJECTS

Submerged - Game Master tooling & build pipeline

March 2022 – July 2022

Unity3D, C#, GitLab CI/CD, Multi-monitor, Kinect / NFC / Arduino, FMOD

Student project, Cnam Enjmin (M1 JMIN) (6 pers.)

Game Master override interface with multi-monitor management, and a GitLab CI/CD pipeline automating Unity builds and deployment.