

Marc CERUTTI

Tools Programmer

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.

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
-  buggygame.dev.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.