



## Contact

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 North-Brabant, Netherlands

## About Me

I'm Daniel Marquez Rubio, a passionate Game Developer with a strong interest in AI and Multiplayer systems. Whether it's gameplay, tools, or backend logic— I love tackling any challenge that helps bring a game to life.

# DANIEL MARQUEZ RUBIO

Game Developer &  
IT Support

## Education

### Game Development

Grafisch Lyceum Utrecht – 2021–Present

I gained hands-on experience with the entire game development pipeline, including gameplay programming, design, and collaboration.

### IT Support

ROC Ter AA Helmond – 2019 – 2021

During my training as an ICT Support Specialist, I learned how to assist users with technical issues, manage networks, and install systems.

## Expertise

### Gameplay Programming

Building core mechanics, interaction systems, player controls.

### AI Programming

Implementing state machines, behavior trees, pathfinding (A\*, navmesh).

### MULTIPLAYER & NETWORKING

Experience with client-server architecture, replication, sync systems.

### VERSION CONTROL

Strong experience with Git, GitHub, GitLab, Perforce, Diversion and Azure DevOps.

### IT SUPPORT & TROUBLESHOOTING

Hardware/software support, Windows environments, networking issues.

## Language

English



Dutch



## Work Experience



February

2025

-

July

2025



September

2020

-

January

2024



October

2022

-

February

2024



July

2021

-

March

2022



November

2019

-

December

2021

### Metaverse Solutions B.V.

Game Developer • Intern

- Contributed to the development team by resolving bugs and developing new features within the simulation environment.

### Dorel Juvenile Helmond

IT Service desk • 1st Level Support Employee • Holiday Worker

- Provided technical support for hardware, software, and network issues; handled tickets via the service desk; assisted employees on-site and remotely across departments.

IT Service desk • 1st Level Support Intern • Internship 5 Months

- Learned how to support colleagues across the company by diagnosing and resolving technical issues, both remotely and on-site.

### Gamestate Eindhoven

Arcade Floor Assistant • Host

- Supported customers with games and tokens, maintained arcade machines, restocked prizes, and ensured a fun and safe environment.

### C & A Helmond

Sales Assistant • Cashier Assistant

- Operated the cash register, assisted customers on the floor, restocked clothing displays, and maintained a tidy store environment.

### Karwei Helmond

Sales Assistant • Floor Employee

- Cut wood to size, mixed paint, restocked shelves, and advised customers on tools and DIY products.