



Zico Bakker

FOUNDER & PRODUCER

PROFILE

Founder and producer based in Gouda with **10+ years** across game production, design and studio building. I lead teams, shape pipelines and turn ambitious ideas into shipped products at ventures including **ZiBa Games** and **Duckland Games**. Entrepreneur first, producer always — combining design insight with production leadership.

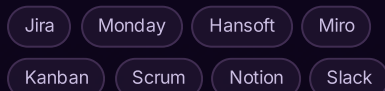
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BASED Gouda, NL

CORE SKILLS

- Production & team leadership
- Pipeline & studio setup
- Unreal Engine 4/5 & Blueprints
- Unity with C# efficiency
- Custom engines (Voxeninge)
- Game & UI/UX design
- Figma & Axure wireframes
- Photoshop
- Web: HTML5, CSS3, JS, PHP, SQL

TOOLS



LANGUAGES

- Dutch — Native
- English — Fluent

Experience

Co-founder & Producer — Duckland Games B.V. 2023 — Present
Breda, NL • Forgotten Playland

- Co-founded Duckland Games and drive production of **Forgotten Playland**, a live 4-player party game on Steam.
- Lead studio operations, production planning, team coordination and stakeholder communication.
- Build pipelines across design, engineering and art to support a multi-year live-service roadmap.

Founder / Lead — ZiBa Games 2016 — Present
Gouda, NL • Word Waves

- Own and run ZiBa Games, shipping **Word Waves** — a language-learning app live on iOS & Android in 10 languages.
- End-to-end product lead: design, development, web, marketing, finance and customer support.
- Built and maintained web platforms, brand and storefront presence across stores and studio channels.

Game Producer — Studio Red 2021 — 2023
Remote / NL • Ascenders

- Helped scale the studio from 5 to 40 developers; set up HR, policy, equipment and development pipelines.
- Sole producer on **Ascenders: Simulation**, leading a team of 15 for a 6-month companion-app build.
- Drove trailer production and scrum practice across a cross-functional team working in Unreal Engine 5.

Web Developer — Tuincentrum Holland 2014 — 2017

- Built and maintained production websites and a custom grow-tent configurator. JS (jQuery), HTML5, CSS3, PHP, SQL.

Selected Projects

Co-founder — Forgotten Playland 2026 • Steam, Live

- 4-player party game on Steam; production lead across design, engineering and live-service roadmap at Duckland Games.

Owner / Lead — Word Waves 2023 → • iOS, Android

- Gamified vocabulary app in 10 languages; own product, design, development, marketing and operations end-to-end.

Producer — Ascenders 2021 — 2023 • UE5

- Action RPG on UE5; produced the funding trailer with a strike team of 5.
- Ran production for Ascenders: Simulation (15-person team) with scrum pipelines across a multi-year open-world project.

Tech & UI Designer — Kari: Stranded on the Shores of Vanaheim 2019 — 2020 • Steam

- 32-week UE4 production, 88% positive on Steam. Concept design and prototypes for inventory and hazard systems.

Student & jam titles 2017 — 2019

- **Bit Buster** (2019, custom) — Co-op action, Game & UI Designer. 4.6/5 on Itch.io.
- **Obscure** (2019, UE4) — 1st-person stealth on a Soviet Mars transport.
- **Influx** (2019, UE4, Gear VR) — Procedural VR space-racing.
- **They See Me Rolling** (2018, UE4) — Casual adventure with Arduino controller.
- **Battery Life** (2018, UE4) — 48-hour jam puzzle game.
- **Slash Mates** (2017, Unity) — 24-hour jam applied-learning math RPG.

Education

Design & Production 2017—2021 **Game Programmer** 2015—2017
NHTV / BUAS — Breda, NL HKU — Utrecht, NL

References

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