



Zico Bakker

Game Producer/ Tech Designer

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Profile

A highly motivated Game Producer with interests in UI/UX and Tech.

My strong points are communication, giving feedback and producing applications, websites and games!

I do this with a great positive attitude which I find really important.

Skills

- Unreal Engine 4/5
- Visual Blueprinting
- Unity with C# efficiency
- Custom Engines (Voxeninge)
- Axure XP/ Figma (Interactive Wireframes)
- Photoshop
- Jira, Monday & Hansoft
- Kanban
- Miro (Collaborate Whiteboard)

Projects

Game Producer, Ascenders 2021-2023

- Creating the trailer with a small group of 5 developers for funding
- Working in UE5 on Ascenders
- Creating a companion app for Ascenders, called Ascenders: Simulation with a team of 15.
- Creating pipelines with developers and applying scrum

Tech & Game Designer, Kari 2019-2020

- Concept design within the team
- Custom Unreal Engine 4 project
- Created prototypes for Inventory System & Multiple Hazards

Experience

Game Producer, Studio Red 2021-2023

- Helping the company grow from 5 to 40 developers and setting up pipelines for HR/ policies/ equipment and development
- Sole producer on Ascenders: Simulation, team of 15 for 6 months

Co-Owner, NightOwl Games & ZiBa Games 2016-present

- Designing and developing Websites & Games
- Marketing within web development and taxing
- Costumer Support

Web Developer, Tuincentrum Holland 2014-2017

- Maintaining, designing and developing websites
- Creating a web tool for creating your own grow tent
- Languages used: Javascript(jQuery), HTML5, CSS3, PHP and SQL

Education

Design and Production, NHTV/ BUAS 2017-2021 BREDA, THE NETHERLANDS

Game Programmer, HKU 2015-2017 UTRECHT, THE NETHERLANDS

References

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