



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 — from investor-backed studio titles to a **self-published mobile portfolio** I build end-to-end. Entrepreneur first, producer always.

CONTACT

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BASED Gouda, NL

CORE SKILLS

- Production & team leadership
- Pipeline & studio setup
- Unreal Engine 4/5 & Blueprints
- Unity with C#
- Flutter & Dart (mobile)
- Firebase, AdMob, in-app purchases
- Game & UI/UX design
- Figma & Axure wireframes
- Web: HTML5, CSS3, JS, PHP, SQL

TOOLS

Jira Monday Hansoft Miro Scrum
Notion Slack Photoshop

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 social party game on Steam.
- Lead studio operations, production planning, team coordination and stakeholder communication.
- Build pipelines across design, engineering and art for a multi-year live-service roadmap.

Founder / Lead — ZiBa (Games & Entertainment) 2016 — Present

Gouda, NL • **Word Waves & a mobile portfolio**

- Own and run ZiBa, shipping **Word Waves** (language learning, iOS & Android, 10 languages) plus a growing catalogue of self-published games & apps.
- End-to-end product lead: design, Flutter development, web, ASO, monetization, finance and support.
- Built and maintained brand, storefront presence and automated web deploys across 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 dev 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 Unreal Engine 5 team.

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 social party game; production lead across design, engineering and a live-service roadmap at Duckland Games. [Steam ↗](#)

Producer — Ascenders 2021 — 2023 • UE5

- UE5 action-RPG backed by a **US\$6.4M** round; produced the funding trailer and ran the 15-person Simulation build. [Site ↗](#)

Owner / Lead — ZiBa mobile portfolio 2023 → • iOS, Android

- Word Waves, Deadlight, Streaks, MedMate, PlateSimple, Klack & more — solo full-stack Flutter, from design to store. [Portfolio ↗](#)

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

Vanaheim

- 32-week UE4 production, **88% positive** on Steam. Concept design and prototypes for inventory and hazard systems. [Steam ↗](#)

Education

Design & Production 2017—2021 **Game Programmer** 2015—2017

NHTV / BUAS — Breda, NL

HKU — Utrecht, NL

Deeper project write-ups on the following pages >

Forgotten Playland: Party Edition

2023 → Present · Steam

Co-founder & Producer — Duckland Games B.V.

A live, 4-player social party game where an attic becomes a chaotic Playland of minigames. As co-founder I lead production end-to-end.

- Co-founded the studio and set up its production pipeline across design, engineering and art.
- Own planning, team coordination, stakeholder communication and the multi-year live-service roadmap.
- Backed by a **~\$7M** raise to build a next-generation social party experience.

Live-service

Steam

Production

Scrum

forgottenplayland.com

[Steam page](#)

[Funding announcement](#)

ducklandgames.com

Ascenders

2021 — 2023 · Unreal Engine 5

Game Producer — Studio Red

A large-scale sci-fantasy action-RPG. I joined early and helped grow the studio while producing key milestones.

- Helped scale Studio Red from **5 to 40** developers — HR, policy, equipment and pipeline setup.
- Sole producer on **Ascenders: Simulation**, leading a 15-person team through a 6-month companion-app build.
- Produced the funding trailer with a focused strike team; the project closed a **US\$6.4M** investment round.

Unreal Engine 5

Open-world RPG

Team of 15

Trailer production

ascenders.gg

[\\$6.4M round \(BusinessWire\)](#)

Kari: Stranded on the Shores of Vanaheim

2019 — 2020 · Unreal Engine 4

Tech & UI Designer

A mythic puzzle-adventure shipped on Steam after a 32-week production, rated **88% positive**.

- Concept design, wireframes and prototypes for inventory, crafting and hazard systems.
- Built interface flows around clarity, connecting the systems that carried the experience.

Unreal Engine 4

UI/UX

Systems design

Steam

[Steam page](#)

Word Waves

2023 → Present · iOS & Android

Owner / Lead — ZiBa Games

A gamified vocabulary & language-learning app, live in **10 languages**. Owned end-to-end: product, design, development, marketing, finance and support.

Flutter Localization ×10 ASO Live app

zibagames.com/wordwaves

ZiBa Entertainment — mobile games & apps

2024 → Present · iOS & Android

Solo developer & publisher — design, Flutter, ASO, monetization, web, CI/CD

A self-published catalogue built and shipped single-handed — each title from first prototype to store listing, localized changelogs, ad/IAP monetization and an automated web presence.

Deadlight

Zombie-survival chronicle · roguelite runs, survivor party

App Store · Google Play

Streaks

Habit & goal tracker

App Store · Google Play

Klack & Klack Sort

Juicy arcade & a satisfying 100-level color-sort puzzle

zibaentertainment.com/klack

MedMate

Medication reminders & caretaker alerts

Details

PlateSimple

Nutrition & food tracking

Details

Sip Sip Hooray

Social party drinking game

Google Play

Flutter / Dart Firebase Riverpod AdMob In-app purchases Google Play & App Store Connect GitHub Actions

zibaentertainment.com

Bit Buster

2019 · Custom engine · Game & UI Designer
Co-op action; **4.6/5** on Itch.io. [itch.io](#) ↗

Influx

2019 · UE4 · Gear VR
Procedural VR space-racing.

Battery Life

2018 · UE4
48-hour game-jam puzzle game.

Obscure

2019 · Unreal Engine 4
First-person stealth aboard a Soviet Mars transport.

They See Me Rolling

2018 · UE4 · Arduino
Casual adventure with a custom Arduino controller.

Slash Mates

2017 · Unity
24-hour jam applied-learning math RPG.

References

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