

W4 Games

Social media contact: Romina Luna

For immediate release

Dublin July 30th



W4 Games drives Enterprise Success with Godot Engine.

Dublin & San Francisco, July 30, 2025: On March 21st, during GDC 2025 in San Francisco California, W4 Games shared updates regarding the rapid growth and adoption of Godot Engine. In a joint presentation, Nicola Farronato, Co-CEO of W4 Games, and Clay John, Technical Director with W4 Games and long-time contributor to the Godot engine, emphasized that Godot is becoming a strong choice among indies and large-scale projects.

Godot is a free and open-source technology that has become popular among indies for its ease of use, a permissive license (MIT), and a gentle learning curve. In 2023, more than 2000 commercial Godot games were published, and a growing number of promising titles indicate accelerating adoption by the game development community. W4 Games is committed to supporting this evolution through enterprise services, technical support, and active contributions to the engine's development. "We want Godot to be a viable option not just for indies, but also for companies that need support, stability, and scalability," said Clay John.

Nicola Farronato highlighted how W4 Games is building essential infrastructure and commercial tools around Godot, making it easier for indies and AA studios and tech companies to adopt the engine for games, simulators, and interactive experiences.

"In the last three years, Godot has been the fastest growing game engine. The growth is at least 50% year over year, looking at the number of games published on Steam as a proxy" shares Nicola Farronato, W4 Games Co-CEO.

W4 Games is actively contributing to the generational change of developers, recognizing the energy and innovation coming from younger communities, providing financial

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support to [Godot Engine updates](#) and with [educational licences](#) for students and professors. As the game industry undergoes a major generational shift in its technology stack, this group is playing a central role in shaping the future of game creation. “Godot is beloved by the community and by young game developers. The young game developers of today will be the opinion leaders of tomorrow. We are experiencing a generational change in terms of game tech stack,” said Nicola Farronato, Co-CEO of W4 Games.

During the session, Clay John highlighted the growing appeal of Godot Engine across the industry. “We’ve had the amazing opportunity over the last few years to hear from folks who have moved to Godot either from other technologies or from other industries, and are just using it as their first game engine or moving from custom tech to Godot,” he shared, reflecting on the engine’s accelerating adoption.

He also emphasized the unique sustainability of the ecosystem, built by a passionate community. “I’ve been contributing to Godot myself for over eight years now, and I don’t see any reason that I would stop anytime soon because it’s just super fun and rewarding. And that’s how all of us contributors feel.”

Godot Engine made its first appearance in the GDC industry survey with 4% reported market share. But among indie teams and younger developers, that figure is expected to be ten times bigger.

“We can estimate that this number can grow 10x by 2030,” Farronato added.

W4 Games will be attending [Gamescom 2025](#), taking place in Cologne from August 20 to 22, following the Opening Night Live event on August 19. The team will be a part of the UKIE booth to connect with indie game developers, studios, and creators shaping the next wave of innovation in the gaming industry. As part of its commitment to supporting the Godot Engine community and the future of open game development, W4 welcomes conversations with teams building ambitious projects.

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About W4 Games

Founded in 2021, [W4 Games](https://www.w4games.com) is an Irish startup formed by Godot veterans Juan Linietsky, Rémi Verschelde and Fabio Alessandrelli, and veteran entrepreneur Nicola Farronato. The company plans to revolutionize the game industry by bringing the Commercial Open Source Software (COSS) business model to an ecosystem that has traditionally relied on proprietary solutions from an ever-shrinking number of independent vendors. By providing a commercial services offering anchored in the entirely open and community-developed Godot platform, W4 Games believes that companies will be able to reclaim control of the technology powering their games, with a level of freedom and flexibility they never had before.

W4 Games Social media

<https://x.com/W4Games>

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