

Aaron van der Brugge – Game Systems & Unity Engineer

Portfolio Presentation | 2026 | V3

Selected Projects

1. **Papadillo Go! - Boss Fights & Multiplayer**
2. **ZTX - Mobile Dress-Up Social Game**
3. **ZTX - Desktop MMO Virtual World**
4. **OWIS - Virtual Idol K-Pop Production**
5. **Kippo - Social Dating Game**
6. **Kickstarter - Indie RPG Campaign**
7. **Additional Projects**

www.aaronvanderbrugge.com
github.com/aaronvdbrugge/aaron-coding-samples

포트폴리오 요약

Unity 기반 게임 및 인터랙티브 콘텐츠의 대표 사례입니다.
각 프로젝트의 담당 역할, 주요 시스템과 성과를 정리했습니다.

프로젝트	담당 역할	주요 시스템 / 기술	성과 및 플랫폼
Papadillo Go!	XOGAMES 계약직 Senior Unity Developer. 2026.06-2026.12, 개발자 2명으로 구성된 팀에서 모든 보스전과 멀티플레이어 모드 개발 및 구현을 총괄했습니다.	Unity / C#, 보스전, 멀티플레이어. Claude Code와 Codex를 적극 활용하여 빠르게 개발하고 반복 개선했습니다.	PC와 Xbox 중심으로 개발. 모바일은 추후 확장 예정.
ZTX Mobile	Unity 클라이언트 개발 담당. 핵심 게임 시스템, UI, 아바타 빌드 파이프라인, 백엔드 연동, iOS 빌드 및 Xcode 디버깅.	ZEPETO SDK 아바타 커스터마이징, Web3/Blockchain, IAP, 저장/불러오기, 랭킹, 튜토리얼, 라이브 서비스.	iOS/Android 출시. 플랫폼 170,000명 이상 팔로워, 긍정적 사용자 테스트 피드백.
ZTX Desktop	Unity 클라이언트 개발 주도. Desktop/WebGL 빌드, 백엔드 연동, 기획부터 최종 구현까지 전담.	ZEPETO SDK 유지보수, 하우스 데코레이션, 파밍, 미니게임, Avatar Builder, 라이브 서비스.	1,300만 달러 시드 투자 유치에 기여. House NFT 5,000개 완판, 크리에이터의 긍정적 피드백.
OWIS	오로라월드 3D Technology Team 유일한 Unreal Engine 개발자. 버추얼 아이돌 라이브 방송 파이프라인 전담.	Optitrack · MANUS · ARKit 풀바디 모션캡처, 센서 차폐 보정 자체 개발, 실시간 방송 운영 도구.	라이브 방송 20회 이상 송출. MNet · MBC · Studio Choom 모션캡처 데이터 납품.
Kippo Mobile	Lead Unity Developer. 데이팅 앱 내 Unity 게임 월드를 통합하는 외주 개발 담당.	Photon 네트워킹, 2D 게임 월드, 플레이어 이동, Agora 채팅, 실시간 음성통화, 라이브 기능.	Google Play 500,000회 이상 다운로드. 450만 달러 투자 유치에 기여.
Kickstarter RPG Campaign	인디 RPG 프로젝트 Lead Game Developer 및 Kickstarter 캠페인 리드.	캠페인 콘텐츠 기획, 고객 커뮤니케이션, 언론 홍보, 마케팅 콘텐츠 제작, 캠페인 페이지 구성.	Kickstarter 목표 금액 달성 및 캠페인 성공. 다수 게임 매체에 소개.
기타 프로젝트	DevUnlimit WebGL AR 개발, 21CC 교육 게임 포털, RosePortal 인디 스튜디오 창업 및 운영.	WebGL 브라우저 바디 트래킹, 교육용 미니게임, 오리지널 RPG 개발.	앱 설치 없는 AR 콘텐츠 출시. MAERSK · DB Schenker 납품, Steam 5종 출시.

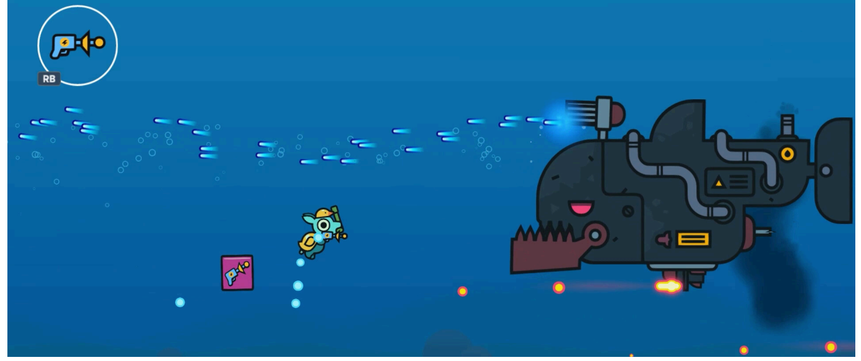
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Papadillo Go!

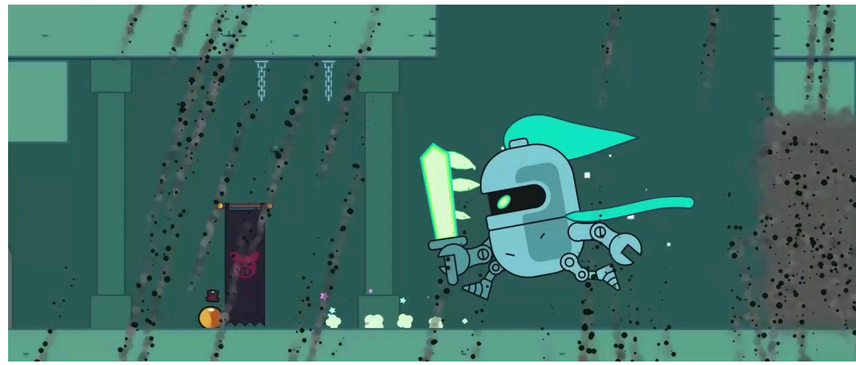
2026.06 - 2026.12











My Role

- Senior Unity Developer (contract) at XOGAMES.
- Worked alongside one other Unity developer.
- Developed and oversaw all boss fights and the multiplayer mode.

Key Systems Delivered

- Boss fights and multiplayer mode.
- Unity and C# development.
- PC and Xbox as the primary platforms.
- Mobile version planned for a later stage.

AI-driven Development

- Used Claude Code and Codex extensively throughout development.
- Accelerated implementation and iteration.

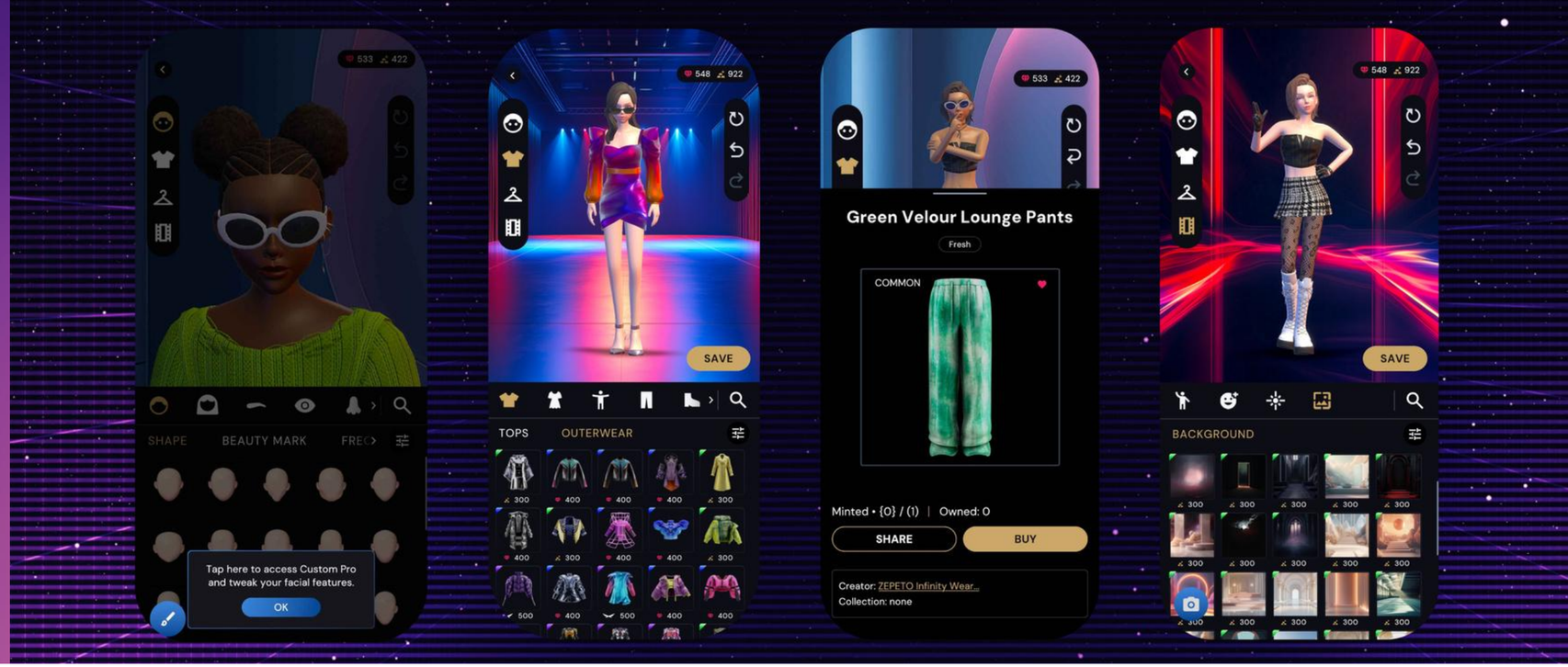
store.steampowered.com/app/5573420/Papadillo_Go/

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ZTX Mobile

2024.02 - 2025.03





My Role

- Worked remotely from Korea on a US-based team, leading Unity client development for core gameplay systems
- Implemented UI systems and avatar pipelines
- Integrated backend communication and live services
- Managed build pipelines and Xcode debugging for iOS releases

Key Systems Delivered

- Web3 and Blockchain system integration
- Full avatar customization using ZEPETO SDK
- In-app purchases (IAP) and monetization pipeline
- Persistent avatar data save/load system
- Leaderboards and ranking systems
- Tutorial onboarding framework
- Live service integration and updates

Results & Impact

- Successfully launched on iOS & Android
- Platform reached 170,000+ followers
- Received consistently positive user testing feedback

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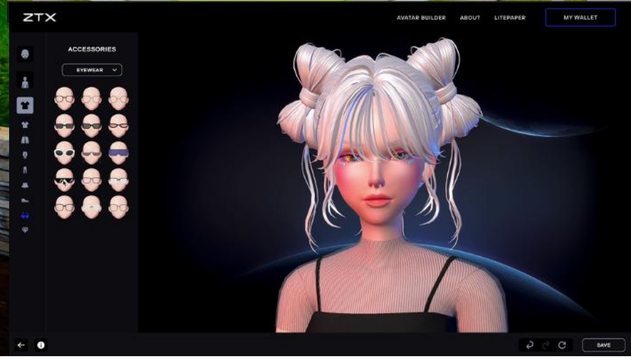
ZTX Desktop

2022.08 - 2025.03









My Role

- Led Unity client development
- Managed Desktop & WebGL build pipelines
- Implemented backend communication
- Owned development from concept to final code

Key Systems Delivered

- Updated and maintained NAVER Z's ZEPETO SDK integration
- Designed and implemented a House Decoration System
- Developed Harvesting & Farming gameplay systems
- Built multiple Mini-game systems
- Configured and integrated the Avatar Builder system
- Additional live service features and tools

Results & Impact

- Contributed to a $13M USD seed funding raise
- 5,000 House NFTs sold out completely
- Received strong positive feedback from ZEPETO content creators

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OWIS

2025.05 - 2026.05









My Role

- Sole Unreal Engine developer on OWIS's 3D Technology Team
- Owned the full live broadcast pipeline for virtual K-pop group OWIS end-to-end
- Built and operated all real-time performance and stage production systems

Key Systems Delivered

- Full-body mocap pipeline for OWIS: Optitrack suits, MANUS gloves, Unreal LiveLink, and ARKit FaceTracking
- Custom occlusion correction using MANUS rotation data to fix limb distortion live on stage
- Real-time camera switching, gesture VFX, multi-character control, and broadcast UI

Results & Impact

- 20+ live broadcasts delivered, each 1–1.5 hours
- Motion capture data delivered to MNet, MBC, and Studio Choom
- Occlusion correction resolved a previously unsolved pipeline failure mid-live

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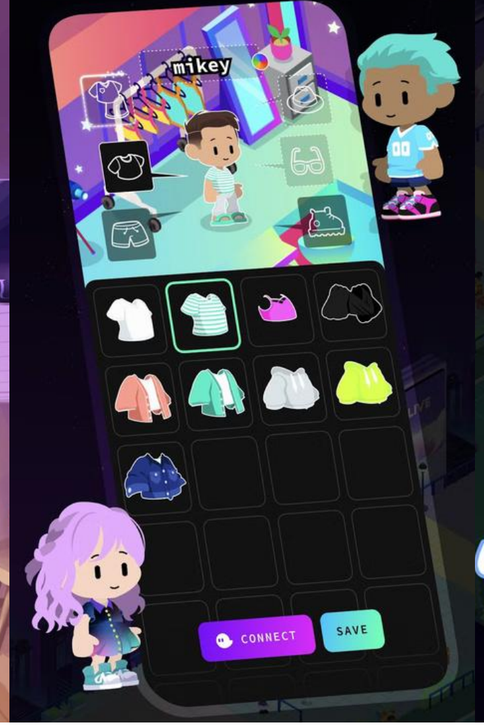
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Kippo Mobile

2021.09 - 2021.12











My Role

- Worked remotely from Europe leading contract development to integrate a game world into a dating app
- Lead Unity Developer for the project
- Embedded the Unity game client into a native mobile app

Key Systems Delivered

- Photon networking implementation
- 2D game world architecture
- Player movement & core gameplay systems
- Agora chat integration
- Real-time voice calling system
- Additional live features

Results & Impact

- 500,000+ downloads on Google Play Store
- Contributed to a $4.5M USD investment raise

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Kickstarter

2015.02 - 2015.08







My Role

- Led the Kickstarter campaign for an RPG title
- Lead Game Developer on the project

Key Campaign Responsibilities

- Campaign content planning
- Customer communication
- Press outreach and media partnerships
- Marketing content production
- Campaign page design

Results

- Successfully reached Kickstarter funding goal
- Campaign completed successfully
- Widely covered by multiple game news websites

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Misc









DevUnlimit
2022.02 - 2022.08

- Developed Sparky, a browser-based AR and full-body tracking experience built in Unity WebGL
- No app install required — body pose recognition running directly in the browser
- Managed local and remote teams across a 7-month engagement

21CC Game Portal
2016.11 - 2022.01

- Unity-based game portal development
- WebGL mini-games built for MAERSK and DB Schenker
- Embedded multi-game platform with WebGL builds

RosePortal Games
2010 - 2021

- Founded indie game studio
- Original RPG game development
- 5 releases to Steam
- Game design, narrative direction, and full visual production

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