

AARON VAN DER BRUGGE

Senior Unity Developer (Client Engineer)



Netherlands (EU Citizen) · Currently in Seoul,
South Korea (F-2-7) · Global / Remote
aaronvdrbrugge@gmail.com

<https://www.linkedin.com/in/aaron-van-der-brugge-3ba29542/>
<https://www.aaronvanderbrugge.com/>

PROFILE

Senior Unity Engineer with 15+ years of experience across mobile, desktop, and cross-platform development. Specialized in gameplay systems, multiplayer, metaverse platforms, and Web3 integrations. Contributed to a \$13M seed round at ZTX and 500K+ Google Play downloads at Kippo. Founder of an indie game studio shipping multiple commercial RPG titles on Steam. Extensive experience working remotely with US and international teams.

EXPERIENCE

- Senior Unreal & Unity Engineer** 2025 - 2026
Aurora World, Seoul, Korea
- Built real-time virtual idol pipeline for K-pop group OWIS using Optitrack, MANUS gloves, LiveLink, and ARKit facial tracking.
 - Delivered 20+ live broadcasts of 1–1.5 hrs each via YouTube; supplied mocap data to MNet, MBC, and Studio Choom.
- Senior Unity Engineer** 2022 - 2026
ZTX — Remote, US-based team (Korea)
- Senior Unity engineer on Web3 metaverse platform; contributed to \$13M seed round using NAVER Z's ZEPETO SDK.
 - Built avatar builder, housing, farming, IAP, leaderboards, and smart contract integrations via Addressables and Asset Bundles.
 - Bridged US-based CTO/PM and Korean local team as sole bilingual Unity developer.
- Senior Unity Engineer** 2022
DEVUNLIMIT, Seoul, Korea (partially remote work)
- Integrated MediaPipe and ThreeDPoseTracker into Unity WebGL for browser-based body pose recognition without app install.
 - Designed HTTPS-based camera permission flow to prevent page-load abandonment.
- CEO & Lead Developer** 2010 - 2022
RosePortal Games
- Managed and led an international team to develop and ship multiple commercial full-length RPGs on Steam.
 - Designed core game architecture and collaborated with artists and UX designers on UI, animation, gameplay, and scene development.
 - Oversaw production planning, sprint organization, and full development pipelines.
- Senior Unity Developer** 2021
Kippo, Covalent Inc., Los Angeles, USA (partially remote work)
- Sole senior Unity developer tasked with converting a dating app into a metaverse game in 3 months, contributing to 500K+ Google Play downloads.
 - Built Photon multiplayer, Agora voice/video, and Unity-to-native iOS/Android bridges via UnitySendMessage and AndroidJavaClass.
- Team Lead Unity Developer** 2016 - 2021
21CC Education, Rotterdam, the Netherlands
- Developed a Unity-based game portal with backend systems using REST APIs, Moodle, and MySQL.
 - Mentored and trained international Unity developers in game design and C# for large-scale project execution.
- C# & Unity Instructor (Part-time, 3x/week)** 2018 - 2022
Technical College Rotterdam, Rotterdam, the Netherlands

SKILLS

PRIMARY — Unity · C# · JavaScript · Multiplayer (Photon, Coherence) · Gameplay Systems · UI/UX · Live Services
SECONDARY — Unreal Engine · WebGL · AI Systems · VR/AR (Unity XR) · SDK Integration · Mobile Optimization · Web3 Integration · C++ · SQL
Tooling & Platforms — CursorAI · Claude Code · Unity AI · Xcode · Android Studio · Adobe Suite · Git · Jira · Perforce
Production — Agile/Scrum · Steam/App Store/Google Play Publishing

EDUCATION

- BSc Computer Science** 2019
Open University
- Interactive Animation Course** 2013
SAE Institute London

INTERESTS

- Video games, Korean language & culture, hiking, travel, music, fitness