

AARON VAN DER BRUGGE

Senior Unity Engineer | Dutch national (EU citizen) | Seoul, Korea (F-2-7, no sponsorship required) |

Open to remote

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PROFILE

Senior Unity engineer with 15+ years across gameplay systems, UI, multiplayer, metaverse platforms, and SDK integration, currently seeking client or gameplay engineering roles in mobile, social, or multiplayer games. Indie studio founder who shipped 5 commercial RPGs on Steam (Kickstarter 125% funded), then brought that end-to-end product instinct into startup roles at ZTX (Web3 metaverse, \$13M seed), Kippo (500K+ Google Play downloads, \$4.5M raise), and Aurora World (real-time 3D rendering and tooling for live broadcasts). Comfortable taking a feature from a vague brief all the way to a shipped build: gameplay architecture, UI systems, mini-games, native bridges, live service pipelines, and cross-platform optimisation. Bilingual English/Korean (TOPIK II); bridged US and Korean engineering teams at ZTX as sole bilingual Unity developer. Dutch national (EU citizen), F-2-7 permanent residency in Korea, no sponsorship required.

EXPERIENCE

Senior Unreal & Unity Engineer

May 2025 – May 2026

Aurora World | Seoul, Korea

- Built and owned the real-time 3D rendering and character systems for live broadcasts of K-pop group OWIS, including multi-character control, gesture-triggered visual effects, and a full operator UI for non-technical stage crew.
- Developed custom correction algorithm in C# to fix limb distortion during live performance: detected occlusion events from motion data and applied rotation-based overrides to maintain animation quality in real time.
- Designed and shipped the complete live operations toolset: real-time camera switching, scene state management, object interaction triggers, and broadcast networking, all built to run stably across 20+ live productions.
- Integrated motion capture hardware (Optitrack, MANUS gloves, Unreal LiveLink, ARKit) as data sources feeding into the Unity/Unreal rendering pipeline; supplied output data to MNet, MBC, and Studio Choom.

Senior Unity Engineer

Aug 2022 – Mar 2025

ZTX | Seoul, Korea (US-based remote team)

- Led Unity client development for Web3 metaverse platform built on NAVER Z's ZEPETO SDK; contributed to \$13M seed round as part of the client launch lineup.
- Designed and built avatar builder, housing decoration system, farming and mining gameplay, mini-games, and full UI systems, shipping PC desktop to iOS/Android in a single codebase via Addressables and Asset Bundles.
- Integrated IAP pipeline, leaderboards, and smart contract calls; 5,000 House NFTs sold out at launch; platform reached 170,000+ followers at mobile release.
- Built new version of ZEPETO X STUDIO creator tool: ScriptableObject data containers and modular prefab UI streamlining asset import, preview, validation, and upload into one editor workflow.
- Sole bilingual Unity engineer: ran English daily scrums with US CTO/PM and distributed work to Korean local team in Korean.

Senior Unity Engineer | Team Lead

Feb 2022 – Aug 2022

DevUnlimit | Seoul, Korea

- Integrated MediaPipe and ThreeDPoseTracker into Unity WebGL for Sparky, a browser-based real-time body pose recognition product requiring no app install.
- Designed HTTPS-context camera permission flow to prevent page-load abandonment; managed Korean local and international remote sub-teams simultaneously.

Senior Unity Developer

Sep 2021 – Dec 2021

Kippo, Covalent Inc. | Los Angeles, USA (remote contract)

- Sole senior Unity developer: converted a Tinder-style dating app into a multiplayer metaverse game in 3 months, contributing to 500K+ Google Play downloads and a \$4.5M investment round.
- Designed game world architecture, player movement, 8 mini-games with PlayFab scoring, and all in-game UI; embedded Unity into native iOS/Android apps via UnitySendMessage/Swift bridge and AndroidJavaClass.
- Integrated Photon multiplayer and Agora voice/video; applied SpriteAtlas, Static Batching, and ObjectPool optimisations for low-spec mobile devices.

Team Lead Unity Developer

Nov 2016 – Jan 2022

21CC Education | Rotterdam, Netherlands

- Led development of educational mini-game series for MAERSK and DB Schenker, Unity app and WebGL builds with custom UI, player progression systems, and tutorial flows designed around client learning objectives.
- Built 21CC Job Portal: RESTful API, Moodle, and MySQL backend with WebGL-to-native message bridge and secure camera permission flow.
- Mentored international Unity developers in C# and game design; represented studio in enterprise client brand meetings.

CEO & Lead Developer

Oct 2010 – Sep 2021

RosePortal Games | Rotterdam, Netherlands

- Founded and ran indie studio for 11 years: shipped 5 commercial RPGs on Steam and 2 on Big Fish Games, managing a team of 4 from a Rotterdam office.
- Built all core gameplay systems from scratch: combat, puzzles, story scenes, and UI/UX in Ruby and C#.
- 2015 Kickstarter for Unraveled funded at 125% (~\$15K USD); secured Secret of Mana composer; campaign covered by IGN, Red Bull, GameSpot, RPGFan, and 15+ outlets.

C# & Unity Instructor (part-time, 3x/week)

2018 – 2022

Technical College Rotterdam | Rotterdam, Netherlands

SKILLS

Core	Unity (10+ yrs) C# Unreal Engine JavaScript C++
Gameplay	Gameplay Systems UI/UX Mini-games Game Architecture
Multiplayer	Photon Agora voice/video Coherence
Live Service	Addressables Asset Bundles PlayFab Web3 / Smart Contracts
Mocap / RT	Optitrack Motive MANUS gloves MotionBuilder Unreal LiveLink ARKit MediaPipe
Cross-platform	iOS & Android native bridges (Swift, AndroidJavaClass, UnitySendMessage) WebGL VR/AR
Backend	REST API Firebase MySQL Moodle
Tooling	CursorAI Claude Code Unity AI Git Perforce Jira Xcode Android Studio
Production	Agile/Scrum Steam App Store Google Play

EDUCATION

BSc Computer Science 2015 – 2019

Open University Netherlands

Interactive Animation & 3D Design 2012 – 2013

SAE Institute London

LANGUAGES & VISA

English (native) | **Dutch** (native) | **Korean** (TOPIK II, business communication) | Currently based in Seoul, Korea (F-2-7 resident) | EU citizen, no sponsorship required anywhere