

# AARON VAN DER BRUGGE

Senior Unity Engineer | Product Development · Cross-Platform · AI-Assisted Development  
Dutch national (EU citizen) | Seoul, Korea (F-2-7, no sponsorship required) | Open to remote  
aaronvdbrugge@gmail.com | [LinkedIn](#) | [GitHub](#) | [Website](#) | [Portfolio PDF](#)

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## PROFILE

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Senior Unity engineer with 15+ years building games, live services, interactive products, tools, and real-time 3D experiences across mobile, desktop, WebGL, and emerging platforms, with a recent focus on AI-assisted development workflows and rapid prototyping. 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

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### 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

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

## EDUCATION

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### BSc Computer Science

Open University Netherlands

2015 – 2019

### Interactive Animation & 3D Design

SAE Institute London

2012 – 2013

## LANGUAGES & VISA

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