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
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PROFILE

Senior Unity engineer with 15+ years building games, live services, tools, and real-time 3D products across mobile, desktop, and WebGL. Indie studio founder who shipped 5 commercial RPGs on Steam (Kickstarter 125% funded), with startup experience at ZTX, Kippo, and Aurora World. Owns features from concept to shipped build, using AI-assisted workflows for rapid development. Bilingual English/Korean (TOPIK II); bridged US and Korean engineering teams at ZTX. Dutch national (EU citizen), based in Seoul with F-2-7 residency.

EXPERIENCE

Senior Unity Developer (Contract)
Jun 2026 - Dec 2026

XOGAMES | Papadillo Go!

- Developed and oversaw all boss fights and multiplayer in a two-developer Unity team for PC and Xbox; mobile planned later.
- Used Claude Code and Codex extensively to accelerate development and iteration.

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
Tooling	CursorAI | Claude Code | Unity AI | Git | Perforce | Jira | Xcode | Android Studio
Cross-platform	iOS & Android native bridges (Swift, AndroidJavaClass, UnitySendMessage) | WebGL | VR/AR
Backend	REST API | Firebase | MySQL | Moodle
Mocap / RT	Optitrack Motive | MANUS gloves | MotionBuilder | Unreal LiveLink | ARKit | MediaPipe
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