AARON VAN DER BRUGGE

Senior Unity Developer

Netherlands (EU Citizen) · Currently in Seoul, South Korea · Global / Remote

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PROFILE

Senior Unity Engineer with 14+ years of experience across mobile, desktop, and cross-platform development.
Specialized in gameplay systems, multiplayer, metaverse platforms, and Web3 integrations.
Founder of an indie game studio, shipping multiple commercial RPG titles.
Extensive experience working remotely with US and international teams.

EXPERIENCE

Senior Unity Engineer — 2022 - 2025
ZTX — Remote, US-based team (Korea)

- Senior Unity engineer on a large-scale Web3 virtual world platform, developing desktop and mobile clients in Unity.
- Coordinated workflows and communication between Korean and international engineering teams.
- Built core systems including housing, farming, UI frameworks, online features, smart contract interactions, and in-app commerce.

Unreal Engine Technical Engineer — 2025 - Present
Virtual Idol Production Company, *Seoul, Korea*

- Built real-time virtual idol performance systems using Unreal & Unity.
- Integrated full-body mocap, facial tracking, and live stage synchronization.

Senior Unity Engineer — 2022
DEVUNLIMIT, *Seoul, Korea (partially remote work)*

- Lead engineer for a cross-platform metaverse title developed in Unity3D and Unreal Engine 4/5.
- Delivered systems for motion tracking, NFT wallet integration, avatar and city customization, housing features, and VR support.

CEO & Lead Developer — 2009 - 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)*

- Led development of a major Unity update for the Kippo app on Android/iOS, integrating new metaverse and NFT-based features.
- Built multiplayer systems using Photon and Agora, enhancing chat, voice, and premium subscription features to support KPIs.

Team Lead Unity Developer — 2017 - 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.

SKILLS

PRIMARY — Unity · C# · JavaScript · Multiplayer (Photon, Coherence) · Gameplay Systems · UI/UX · Live Services

SECONDARY — Unreal Engine · Blockchain (Smart Contracts, Wallet Integration) · WebGL · AI Systems · VR/AR (Unity XR) · C++ · SQL

Tooling & Platforms — CursorAI · Xcode · Android Studio · Adobe Suite · Git · Jira · Perforce

Production — Agile/Scrum · Steam/App Store/Google Play Publishing

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EDUCATION

BSc Computer Science — 2019
Open University

Interactive Animation Course — 2013
SAE Institute London

INTERESTS

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