



**Aaron van der Brugge –  
Game Systems & Unity  
Engineer**

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## **Selected Projects**

- 1. ZTX – Mobile Dress-Up Social Game**
- 2. ZTX – Desktop MMO Virtual World**
- 3. OWIS – Virtual Idol K-Pop Production**
- 4. Kippo – Social Dating Game**
- 5. Kickstarter – Indie RPG Campaign**
- 6. Additional Projects**

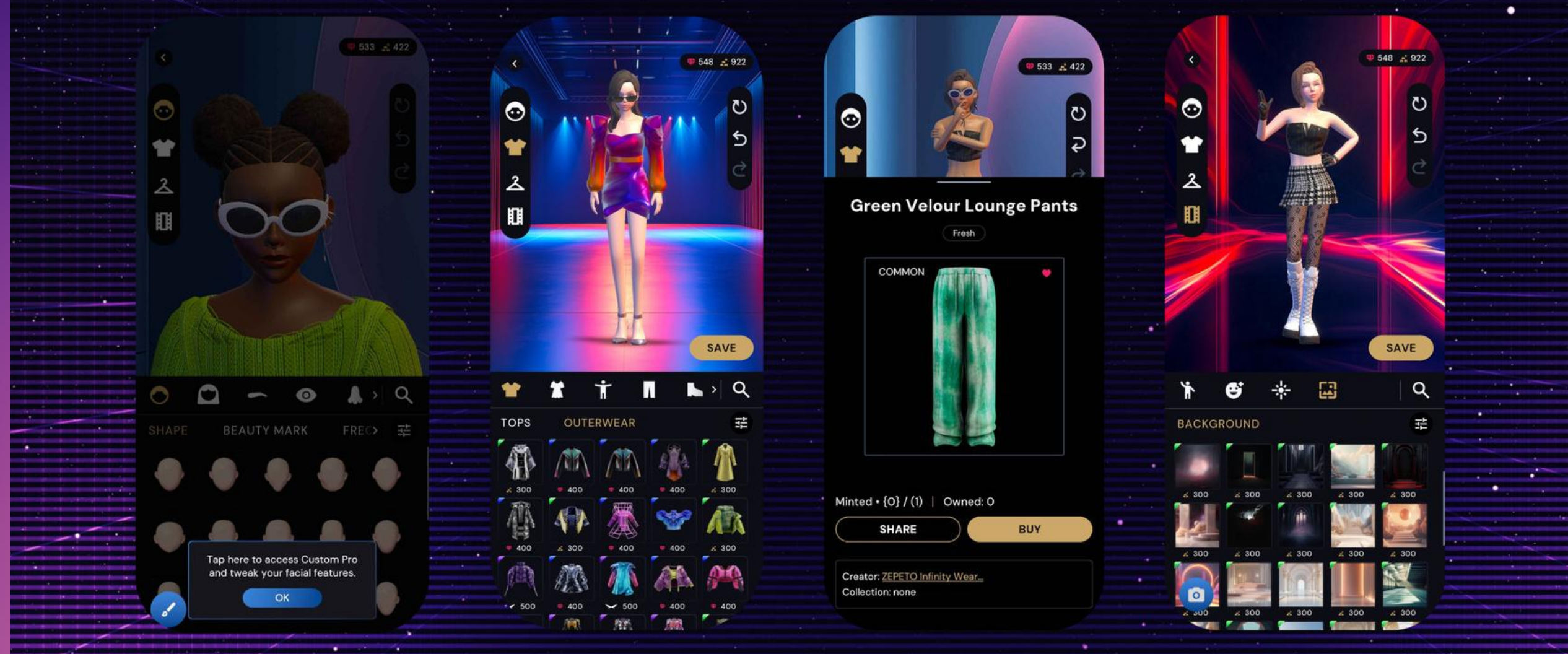
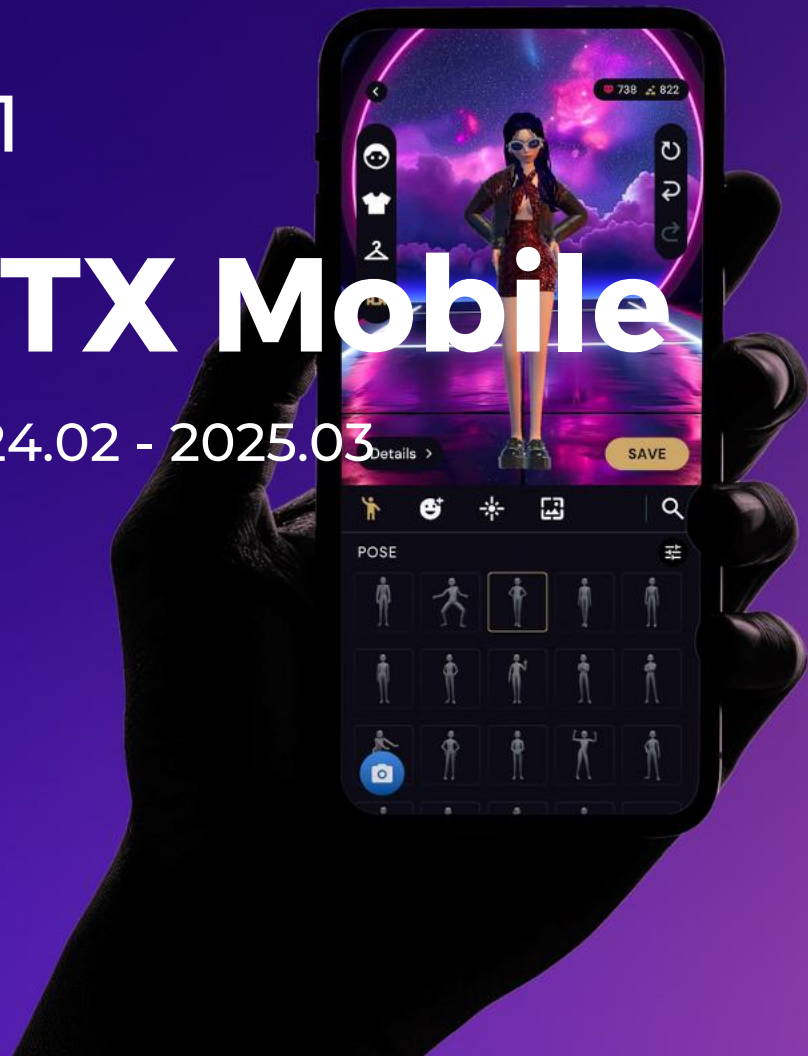
[www.aaronvanderbrugge.com](http://www.aaronvanderbrugge.com)

[github.com/aaronvdbrugge/aaron-coding-samples](https://github.com/aaronvdbrugge/aaron-coding-samples)

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# ZTX Mobile

2024.02 - 2025.03



## My Role

- Worked remotely from Korea on a US-based team, leading Unity client development for core gameplay systems
- Implemented UI systems and avatar pipelines
- Integrated backend communication and live services
- Managed build pipelines and Xcode debugging for iOS releases

## Key Systems Delivered

- Web3 and Blockchain system integration
- Full avatar customization using ZEPETO SDK
- In-app purchases (IAP) and monetization pipeline
- Persistent avatar data save/load system
- Leaderboards and ranking systems
- Tutorial onboarding framework
- Live service integration and updates

## Results & Impact

- Successfully launched on iOS & Android
- Platform reached 170,000+ followers
- Received consistently positive user testing feedback

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# ZTX Desktop

2022.08 - 2025.03



## My Role

- Led Unity client development
- Managed Desktop & WebGL build pipelines
- Implemented backend communication
- Owned development from concept to final code

## Key Systems Delivered

- Updated and maintained NAVER Z's ZEPETO SDK integration
- Designed and implemented a House Decoration System
- Developed Harvesting & Farming gameplay systems
- Built multiple Mini-game systems
- Configured and integrated the Avatar Builder system
- Additional live service features and tools

## Results & Impact

- Contributed to a \$13M USD seed funding raise
- 5,000 House NFTs sold out completely
- Received strong positive feedback from ZEPETO content creators

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# OWIS

2025.05 - 2026.05



## My Role

- Sole Unreal Engine developer on OWIS's 3D Technology Team
- Owned the full live broadcast pipeline for virtual K-pop group OWIS end-to-end
- Built and operated all real-time performance and stage production systems

## Key Systems Delivered

- Full-body mocap pipeline for OWIS: Optitrack suits, MANUS gloves, Unreal LiveLink, and ARKit FaceTracking
- Custom occlusion correction using MANUS rotation data to fix limb distortion live on stage
- Real-time camera switching, gesture VFX, multi-character control, and broadcast UI

## Results & Impact

- 20+ live broadcasts delivered, each 1-1.5 hours
- Motion capture data delivered to MNet, MBC, and Studio Choom
- Occlusion correction resolved a previously unsolved pipeline failure mid-live

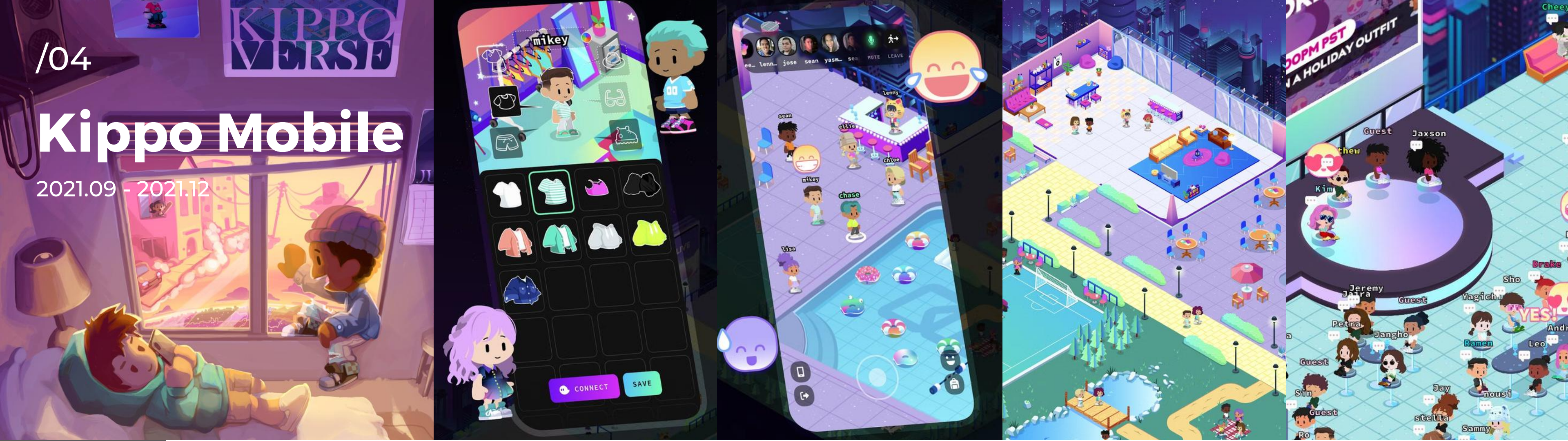
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KIPPO  
VERSIE

# Kippo Mobile

2021.09 - 2021.12



## My Role

- Worked remotely from Europe leading contract development to integrate a game world into a dating app
- Lead Unity Developer for the project
- Embedded the Unity game client into a native mobile app

## Key Systems Delivered

- Photon networking implementation
- 2D game world architecture
- Player movement & core gameplay systems
- Agora chat integration
- Real-time voice calling system
- Additional live features

## Results & Impact

- 500,000+ downloads on Google Play Store
- Contributed to a \$4.5M USD investment raise

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# Kickstarter

2015.02 - 2015.08



## My Role

- Led the Kickstarter campaign for an RPG title
- Lead Game Developer on the project

## Key Campaign Responsibilities

- Campaign content planning
- Customer communication
- Press outreach and media partnerships
- Marketing content production
- Campaign page design

## Results

- Successfully reached Kickstarter funding goal
- Campaign completed successfully
- Widely covered by multiple game news websites





## DevUnlimit

2022.02 - 2022.08

- Developed Sparky, a browser-based AR and full-body tracking experience built in Unity WebGL
- No app install required — body pose recognition running directly in the browser
- Managed local and remote teams across a 7-month engagement



## 21CC Game Portal

2016.11 - 2022.01

- Unity-based game portal development
- WebGL mini-games built for MAERSK and DB Schenker
- Embedded multi-game platform with WebGL builds



## RosePortal Games

2010 - 2021

- Founded indie game studio
- Original RPG game development
- 5 releases to Steam
- Game design, narrative direction, and full visual production

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