



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



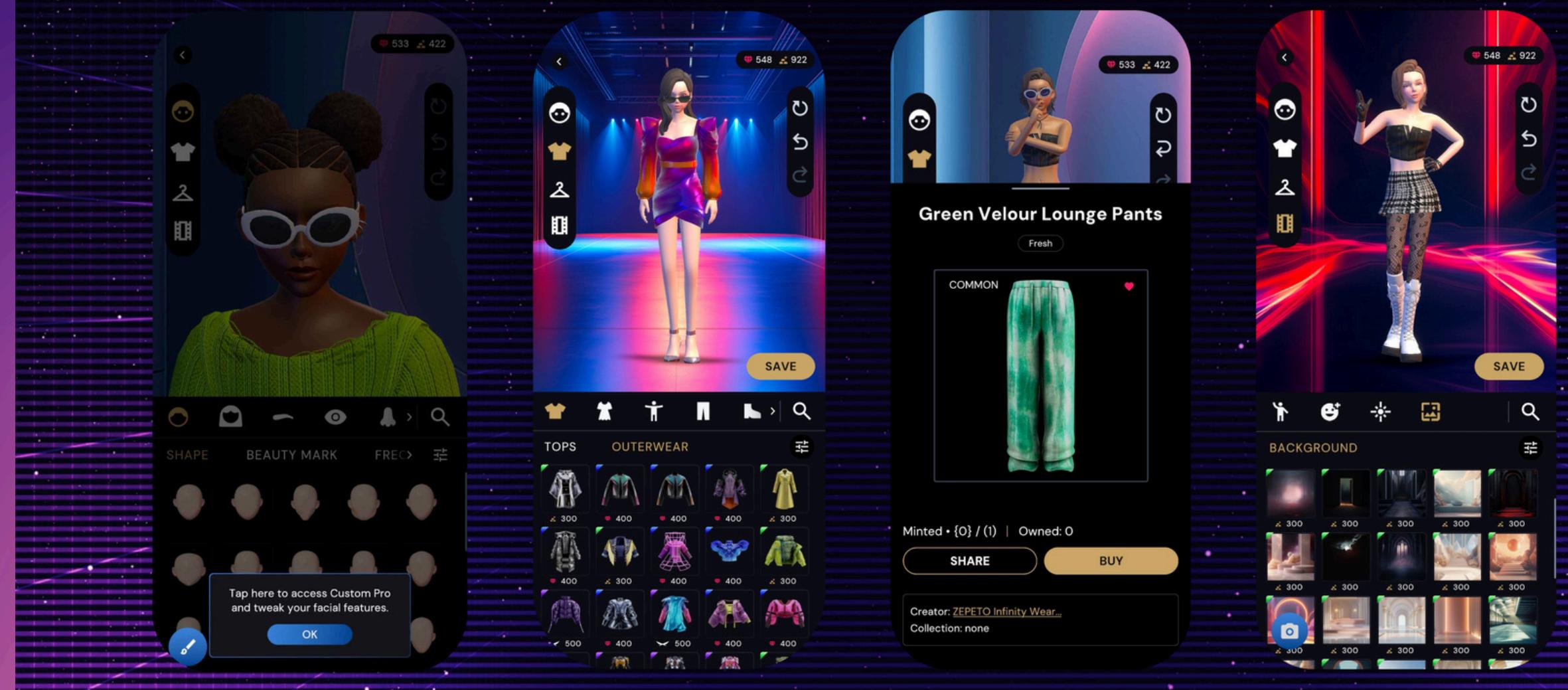
Selected Projects

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

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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 190,000+ followers
- Received consistently positive user testing feedback

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/02

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

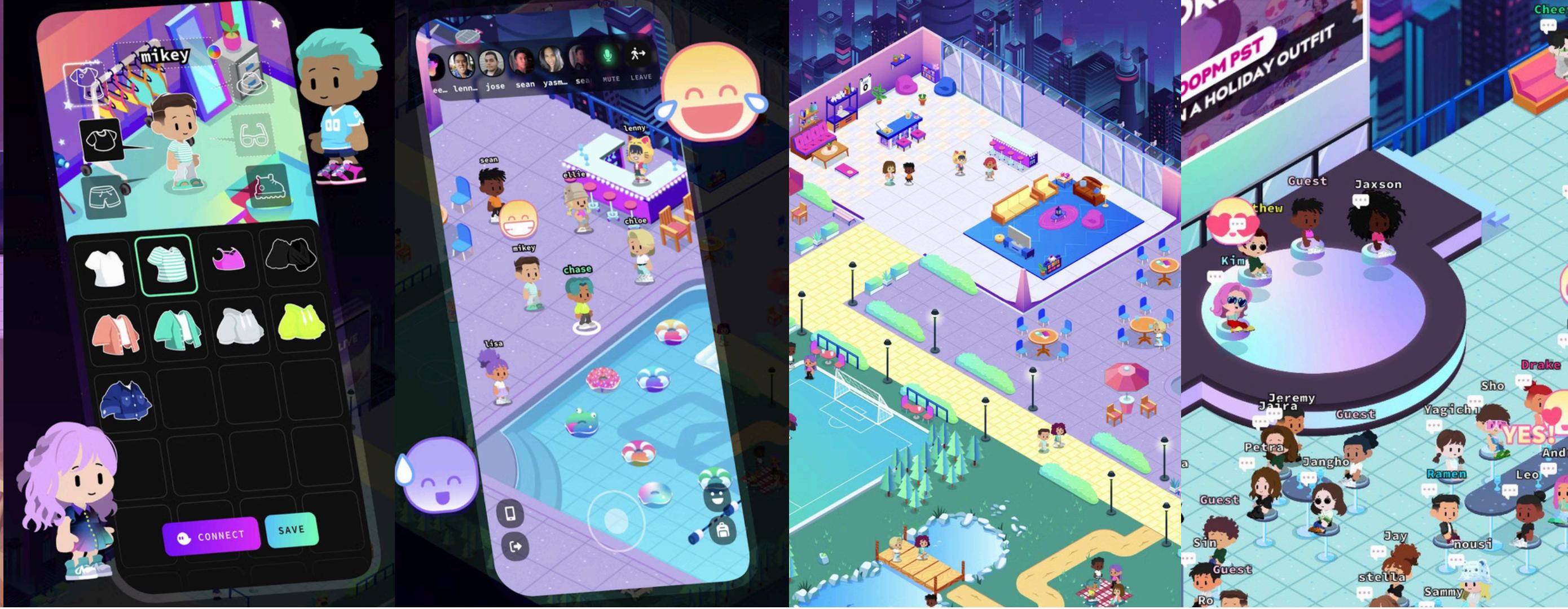
Results & Impact

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

/03

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

/04

Kickstarter

2015.02 - 2015.08



FEATURED ON



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



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Real-Time K-Pop Virtual Idol Production (Mocap) – Current

- Unreal & Unity-based real-time virtual idol performance systems
- Full pipeline integration for body motion capture & facial tracking
- Live stage synchronization between physical performers and 3D avatars
- Real-time animation retargeting and performance playback
- Tools for live broadcasting and stage production

21CC Game Portal

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

Whisper of a Rose

- Original RPG game development
- Game design, narrative direction, and full visual production