

AARON VAN DER BRUGGE

Senior Unity Developer



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PROFILE

Senior Unity Engineer with 14+ years of experience working on remote-first, US-based teams across mobile, desktop, and Web3 projects. Hands-on experience building and maintaining large-scale metaverse platforms, multiplayer systems, on-chain NFT integrations, and gameplay systems. Founder of an indie game studio, shipping multiple commercial RPG titles. Strong background in production pipelines, cross-functional collaboration, and working with 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 Software 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 Software Engineer 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 Software 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.

Application Development Teacher 2018 - 2023

Techniek College Rotterdam, Rotterdam, the Netherlands

SKILLS

Core Tech — Unity, Unreal Engine, C#, C++, JavaScript, SQL, WebGL

Game & Real-Time Systems — Multiplayer (Photon, Coherence), Game Physics, AI Systems, UI/UX, SDK Integration, Live Services

Web3 & Emerging Tech — Blockchain, CursorAI, NFTs, Smart Contracts, Wallet Integration, VR/AR (Unity XR)

Tooling & Platforms — Xcode, Android Studio, Blender, Maya, Adobe Suite, Git, Jira

Production — Agile/Scrum, Team Leadership, Monetization, Steam/App Store/Google Play Publishing

EDUCATION

BSc Computer Science 2019
Open University

Interactive Animation Course 2013
SAE Institute London

INTERESTS

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