

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 ZTX — Remote, US-based team (Korea)	2022 - 2025
<ul style="list-style-type: none">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 Virtual Idol Production Company, Seoul, Korea	2025 - Present
<ul style="list-style-type: none">Built real-time virtual idol performance systems using Unreal & Unity.Integrated full-body mocap, facial tracking, and live stage synchronization.	
Senior Software Engineer DEVUNLIMIT, Seoul, Korea (partially remote work)	2022
<ul style="list-style-type: none">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 RosePortal Games	2009 - 2022
<ul style="list-style-type: none">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 Kippo, Covalent Inc., Los Angeles, USA (partially remote work)	2021
<ul style="list-style-type: none">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 21CC Education, Rotterdam, the Netherlands	2017 - 2021
<ul style="list-style-type: none">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 Techniek College Rotterdam, Rotterdam, the Netherlands	2018 - 2023

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 Open University	2019
Interactive Animation Course SAE Institute London	2013

INTERESTS

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