Zac Peel-Yates

zacpeelyates@gmail.com
zacpeelyates.github.io

Github: zacpeelyates
LinkedIn: zac-peel-yates

Games Programmer

Recent graduate from University of Gloucestershire in Computer Games Programming, receiving First-Class honors and a TIGA Outstanding Programming Graduate of the Year nomination. Looking to gain experience in industry to refine existing competencies and gain new skills and experiences. Competitive about games as a player and developer.

EDUCATION

First-Class BSc (hons) in Computer Games Programming, *University of Gloucestershire*

SKILLS

Engines	Unity, Unreal
Languages	C++, C#, GL/HLSL
Version Control	Git, Perforce

TECHNICAL EXPERIENCE

LEAD GAMEPLAY PROGRAMMER

Patchwork Games, Advanced Group Project Module (Year 3, Semester 2)

- Lead gameplay programmer creating a vertical slice for 'Sitched Up!' shown at COMX 2023
- Created arcade-style vehicle physics that can be iterated upon quickly with ScriptableObjects
- Gained experience working on a in a team environment from start to finish
- Conducted internal and external playtest and implemented changes and accessibility options based on player feedback

TOOLS PROGRAMMER

University of Gloucestershire, Individual Research Project Module (Year 3, Semester 2)

- Created custom visual scripting tool in Unity to aid development of card effects in digital card games
- Utilized Unity GraphView alongside UI Builder and UXML to develop interface
- Created small demo card game to demonstrate the tools use
- Developed event handling and callback system to manage effect triggers

GRAPHICS PROGRAMMER

University of Gloucestershire, Advanced Graphics & Shaders Module (Year 3, Semester 1)

- Created a shader diorama showcasing various graphics techniques in Unity's HDRP, including both world-space effects and custom post-processing stacks
- Utilized shadergraph, GLSL and HLSL to develop shaders
- Included various advanced graphics techniques such as raymarching, interior mapping & tessellation
- Gained experience using Compute Shaders in Unity and general GPU-based workflows

GAMEPLAY & UI PROGRAMMER

One Word Studios, Kurat, Professional Awareness Module (Year 2, Semester 2)

- Initially contracted as a freelance developer to work on the Menus & Character Select Screen for the game prior to the games showcase at Insomnia 68
- Transitioned to a part-time role in gameplay programming after the contract expired
- Gained experience integrating with an existing development team quickly and effectively
- Produced work to project managers specification, worked closely with designers on the team to match form and function of game elements

NETWORK PROGRAMMER

University of Gloucestershire, Game Engine Programming Module (Year 2, Semester 2)

- Implemented UPD & TCP protocols to connect players in a Peer-To-Peer context
- Developed fixed-point implementation to ensure underlying math is consistent across any CPU architecture.
- Decoupled game logic, physics and rendering to allow for non-deterministic effects to be displayed to clients without interfering with simulation
- Utilized multi-threading to improve performance, including a transport layer to communicate between network, render and simulation threads
- Produced tutorial content showing implementation process as a free resource for others, receiving overwhelmingly positive feedback. *"Determinism, Decoupling, Demystifying: Rollback Netcode in C# & Unity"*

ACCOLADES & ACTIVITIES

The Independent Game Developers' Association Outstanding Programmer of the Year 2023 Nominee
Experience as freelance programmer, predominantly creating WinForms tools/pipelines in C#
Competitor in various eSports, both individually and as part of a team