Zac Peel-Yates

Games Engineer

zacpeelyates@gmail.com | zacpeelyates.github.io | github.com/zacpeelyates

Experience

Tools & Systems Engineer | Playground Games — 2024 – 2026

- Experienced life-cycle of the *Forza Horizon 6* project through Pre-Production, Production, and Shutdown.
- Worked closely with content teams to design and develop new tooling to the specification required for FH6.
- Took ownership of critical legacy Vehicle Handling tooling. Ported existing VH tools to FH6 environment and deployed to TeamCity. Represented the changing requirements of users to the team throughout the project.
- Upskilled peers, delivering presentations and documentation on functionality of legacy systems.
- Moved to Systems at the end of Production; worked in the ForzaTech runtime to fix critical issues before ship.

Specialist Visiting Lecturer | University of Gloucestershire — 2025

- Guest lecturer for the Game Engine Programming module, focusing on Unit Testing.
- Delivered presentations and CV/Portfolio workshops for the University's "Your Future Plan" initiative.
- Member of the industry panel at GAMEX, judging BSc and MSc Games Programming final projects

Projects

Rollback Netcode in Unity/C# — github.com/zacpeelyates/unityrollback

- Created and implemented a deterministic, multi-threaded Rollback Networking demo.
- Produced a video detailing the implementation as a free resource, receiving over 6000 views and overwhelmingly positive feedback. "*Determinism, Decoupling, Demystifying: Rollback Netcode in Unity/C#.*"

Education

University of Gloucestershire | First-Class BSc (Hons) in Computer Games Programming — 2023

Accolades

TIGA | Outstanding Graduate of the Year (Programmer) — 2023