Tameron Honnellio

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Summary

Passionate Gameplay Programmer and Game Designer. I am productive in a team, adept at using active listening and problem solving to promote a comfortable team environment and engage constructively with my peers. Accustomed to taking on a leadership role to guide projects along in a timely manner. Dedicated to learning and engaging with challenging projects to expand my skills. Currently pursuing an MS in Game Science and Design.

Skills & Tools

- C, C++, C#
- Godot
- Unity
- Blender
- Low-poly Modeling & Animation
- XR Development
- Git Version Control
- Leadership
- Teamwork
- Curious & Persistent

Work Experience

Barista, Nordstrom Ebar: October 2021 - Current
Burlington, MA

- Collaborated with a small team of 6 to produce handcrafted drinks.
- Quickly learned the technical skills required to create specialty beverages, and intricate art.
- Efficiently communicated with my colleagues to streamline timely order fulfillment.

Education

Northeastern University
Master of Science: Game Science and Design
Expected May 2027

- Relevant Courses: Game Design & Analysis, Mixed Research Methods for Games

University of Massachusetts Lowell
Bachelor of Science: **Computer Science**
Completed August 2024

- Minor: Mathematics

Projects

- **Tarot VR,** *3D / C# / Unity* - 2024

  A school team project where I taught my peers Unity and created my first VR experience.

- **Educational Math Card Game**, *C# / Godot / Aseprite* - 2024

  A school team project where we designed a software requirements specification document and developed a prototype 2D educational game inspired by Slay the Spire to teach children math.

- **Shape Editor,** *HTML / JavaScript / GLSL / FabricJS –* 2025

  A school project, fully functional HTML shape editor developed using JavaScript and FabricJS.

- **Goop Troop,** *C# / Godot / Blender* - 2025

  A personal passion project, 3D platformer inspired by Banjo and Kazooie. Prototype developed as practice programming a responsive character controller.

- **Table for Two,** *C# / Unity / Blender / Team* - 2025

  A school team project, experience designed using the MDA framework to elicit the feeling of ecsis in players.

Awards

- UMASS Lowell Chancellor's list, 2023 - 2024
- UMASS Lowell Dean's list, 2020, 2022 - 2023
- John and Abigail Adams Scholarship, 2020 - 2024
- Honor Roll for all quarters through High School, 2016 - 2020

Activities

- Game Science and Design Student Committee at Northeastern University, 2025 – Present
- Boston Post Mortem, 2024 - Present
- UMASS Gamedev, 2020 - 2022
- Varsity Volleyball at Billerica Memorial High School, 2018 - 2020