

Meredith Scott

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EDUCATION

Northeastern University, Boston, MA | **GPA: 3.9/4.0**

Candidate for a Bachelor of Science in Computer Science and Media Arts

Relevant Coursework: Computer Graphics, HCI, OOD, Algorithms & Data, 3D Animation

Sep. 2022 – Present

Expected May 2026

SKILLS

Programming: Python, C#, C++, PyQt, OpenGL, Git, Visual Studio, Java, JavaScript, HTML, CSS, SQL, React

Art/Animation: Unity, Autodesk Maya, ZBrush, Adobe Substance Painter, Adobe After Effects, Figma, Qt Designer

WORK EXPERIENCE

Technical Director Intern | Paramount Animation, *Los Angeles, CA*

Jun. 2025 – Aug. 2025

- Optimized production pipelines by developing custom Python and Qt-based tools that streamline artist workflows, reduce manual intervention, and ensure reliable file management across active animated film projects.
- Designed and implemented a dual GUI/CLI file management system with cron job automation, enabling artists to quickly list, preview, and delete outdated versions of media files, reducing server overload from massive EXR file generation.
- Refactored a Maya hand rigging tool by integrating the Studio Library API, cutting code complexity by 90% through JSON-based configuration.
- Collaborated with technical directors, production staff, and artists in agile sprint cycles to debug, deploy, and document tools, reducing turnaround time on pipeline issues and ensuring long-term tool stability.

Augmented Reality Research Scholar Co-op | Northeastern University, *Boston, MA*

Jul. 2024 – Apr. 2025

- Selected for the Northeastern University PEAK Ascent research grant and RISE expo for impact and innovation.
- Developed augmented reality prototypes in Unity with the Microsoft HoloLens 2 and MRTK to test the abilities of 3D interface design, gesture recognition, and user experience at the Northeastern Reality Design Studio.
- Conducted extensive usability testing to identify prototype errors, utilizing gesture elicitation study frameworks.
- Spearheaded an Amazon Mechanical Turk crowdsourcing survey to catalog AR representation in film, automating workflows using the IMDb API, Google Apps Script, and JavaScript to streamline data collection.
- Analyzed over 100 survey results using NumPy and Pandas, generating key insights for future research directions for the lab.

Software Development Intern | Nova Biomedical, *Waltham, MA*

Jul. 2023 – Aug. 2023

- Designed and implemented C# maintenance screens and created technical illustrations for on-screen procedures, improving usability and workflow efficiency in a blood glucose analyzer release.
- Identified and resolved software bugs, authored verification scripts, and managed testing workflows in Helix ALM to ensure compliance with medical device standards.

Software Quality Assurance Tester Intern | Nova Biomedical, *Waltham, MA*

Jul. 2022 – Aug. 2022


- Executed DOORS test protocols and performed GUI ad-hoc and smoke testing for medical device software, documenting results in Excel and tracking defects in Helix.
- Developed formal test protocols, created test scenario JSON files, and collaborated with the SQA team on framework improvements and testing timelines for multiple device releases.

PROJECTS

[Image to Palette Krita Plugin](#) | Python, PyQt, Krita API 

Jul. 2024

- Designed and implemented a Krita plugin to dynamically generate and manage color palettes from images, enhancing digital artists' workflows with an intuitive PyQt-based UI.
- Implemented robust functionality for saving, loading, and regenerating palettes, integrating JSON for cross-session persistence and drag-and-drop capabilities, improving usability for end users.

[Animation Production Plan Generator](#) | TypeScript, JavaScript, React, OpenAI API 

Feb. 2024 – Apr. 2024

- Developed a web application with a team that generates tailored production plans for animation students and creatives using the OpenAI API, reducing reliance on manual spreadsheet management.
- Conducted user interviews with capstone students to identify frustrations with existing tools and test project prototypes.

LEADERSHIP EXPERIENCE

Treasurer | Northeastern University Animation Club, *Boston, MA*

Apr. 2024 – Present

- Overseeing all club finances by tracking spending in Excel, presenting budget requests, submitting spending reports, and communicating with the Northeastern Finance Board.
- Calculating costs for large-scale events such as professional guest speakers, field trips, workshops, and film festivals.

INTERESTS

- Animation, UI/UX, research, extended reality, entrepreneurship, illustration, 3D printing, hiking, kayaking, traveling