Meredith Scott

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Availability: August – December 2025

EDUCATION

Northeastern University, Boston, MA | GPA: 3.88/4.0 — Sep. 2022 – Present
Candidate for a Bachelor of Science in Computer Science and Media Arts — Expected May 2026

RELEVANT COURSES

Computer Science:	Computer Graphics, HCI, Object-Oriented Design, Algorithms & Data, Database Design, Linear Algebra
Animation:	Virtual Environment Design, Character Design for Animation, Animation 1, Animation Basics

SKILLS

Programming:	C#, C++, Python, PyQt, OpenGL, Git, Visual Studio, Java, JavaScript, HTML, CSS, SQL, React
Art/Animation:	Unity, Autodesk Maya, ZBrush, Adobe Substance Painter, Adobe After Effects, Adobe Photoshop, Figma

WORK EXPERIENCE

Technical Director Intern | Paramount Animation, *Los Angeles, CA* — Jun. 2025 – Aug. 2025
- Optimizing the Paramount production pipeline by developing custom software that accelerates artist workflows.

Augmented Reality Research Scholar Co-op | Northeastern University, *Boston, MA* — Jul. 2024 – Present
- Developing 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.
- Conducting extensive usability testing to identify prototype errors, utilizing gesture elicitation study frameworks.
- Spearheading 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.
- Analyzing 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 maintenance screens in C# for a new release of a blood glucose analyzer.
- Created clear and precise technical illustrations in Clip Studio Paint for on-screen procedures, enhancing user comprehension and workflow efficiency.
- Identified and resolved software bugs, authored detailed test 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 for medical device software and performed GUI ad-hoc and smoke testing, documenting results in Excel for lead SQA engineer.
- Created test scenario JSON files and testing timelines while collaborating with SQA team on framework improvements.
- Developed 10 formal test protocols for medical device releases, identifying and documenting defects in Helix tracking system.

PROJECTS

[Spirograph Animation](#) | C++, OpenGL, MVC ⌂ — Feb. 2025
- Programmed an animation that dynamically visualizes curve patterns based on circle sizes using custom 2D mesh generation.
- Enabled real-time keyboard input, allowing adjustments to the inner circle radius and toggling of the seed curve visualization.

[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.
- Streamlined color extraction and palette visualization using Krita's API, 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 research with capstone students to identify frustrations with existing tools.
- Integrated features like CSV export, project history tracking, and custom spreadsheet styling, creating intuitive user experience for planning animation projects.

LEADERSHIP AND INVOLVEMENT

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, mixed reality, entrepreneurship, illustration, creative writing, hiking, kayaking, traveling