

# NATASHA M. DAAS

(510) 203-4319 | daas.n@northeastern.edu | [Portfolio](#) | [LinkedIn](#) | [GitHub](#) | **Willing to Relocate**

**Northeastern University**, GPA: 3.80

B.S. in Computer Science and Media Arts || Animation Concentration

Boston, MA, Sep 2021 - Present

Expected Dec 2025

## RELEVANT COURSEWORK

<b>Computer Science</b>	C++, Algorithms and Data Structures, Game Programming, Object-Oriented Programming (OOP), Computer Graphics, Linear Algebra, Database Design, HCI, Discrete Structures
<b>3D Animation</b>	Animation for Games, Animation Basics, Animation 1, Animation 2

## SKILLS

<b>Programming</b>	C++, Python, Java, MEL, Vex, Javascript, PyQt, OpenGL, C#, SDL, GLSL, React, Node.js, SQL, HTML, CSS, Git
<b>Art/Animation</b>	Maya, Houdini, Blender, Unity, Adobe Substance Painter, Adobe Photoshop, Adobe After Effects

## EXPERIENCE

### Nickelodeon Animation Studios

June - Aug 2024

#### Data Strategy Intern

Burbank, CA

- Developed an ETL pipeline using Python to automate the standardization and cleaning of data from multiple sources, aiding in the consolidation of a single source of truth for all studio data
- Built reporting tools in Tableau that visualize centralized studio data and provide actionable insights for stakeholders in cross-functional teams, including HR, Production Operations, and Artist Management
- Served as a frontend developer and software engineer on the NICKtern project to build a working Nickelodeon+ demo using TypeScript, React, Node.js, and JSON
- Implemented streaming platform features, including search functionality, two factor authentication, a drag-and-drop sticker canvas, and an avatar customization interface

### Northeastern University

July - Dec 2023

#### System Support Associate

Boston, MA

- Enhanced user experience by migrating 15 Northeastern web pages to the Slate platform using Javascript, and CSS
- Built workflow pipelines using Microsoft Power Apps and Microsoft Power Automate to automate daily business processes for college counselors in the Student Financial Services department
- Provided IT troubleshooting support to 50+ employees, fixing bugs in software and resolving network problems

### Northeastern University

Boston, MA

- Teaching Assistant, Computer Graphics (CS 4300),*
- Teaching Assistant, Fundamentals of Computer Science II (CS 2510)*

Sep 2024 - Present

Jan - May 2023

## PROJECTS

### [AI Standard Surface Material Plugin](#) Adobe Substance Painter to Maya Pipeline Tool

June - Jul 2024

- Automated the process of creating and assigning multiple AI Standard Surface textures from Adobe Substance Painter to objects or UV shells in Maya using Python, Qt, and MEL Scripting
- Accelerated texture import, bulk node creation, and material assignment, increasing efficiency by 90%

### [Plant Generator Plugin](#) Maya Tool for Customizable Plant Generation

Dec - Jan 2024

- Streamlined plant modeling using Python, MEL scripting, and Qt via one-click bulk duplication and modification
- Provided options for distortion, tilting, and scaling, allowing full customization of plant geometry through a user-friendly GUI

### [Raytracer](#) Advanced Lighting, Shadows and Custom Scene Creation using C++

July - Dec 2023

- Implemented accurate ray-object algorithms for boxes, spheres, cylinders, and cones using vector calculations
- Used a MVC framework and visitor pattern to create custom scenes with reflection, refraction, and advanced lighting, including hard/soft shadows from spotlights and adjusting light sampling counts in area lights

### [OpenGL Projects](#) Trackball, Lighting, Texturing and 3D Animation in OpenGL

Feb - April 2023

- Created trackball effect and programmed movements of a global camera, helicopter camera and first person camera
- Included ability to specify spotlights, textures and ambient, diffuse and specular properties for lights and materials

## LEADERSHIP & VOLUNTEERING

### Asians in Animation (AIA) Email Newsletter Assistant

Sep 2024 - Present

### NUAnimation Club Treasurer, Vice President

Sep 2021 - Present

- Managed \$5,635 in annual budgets and transactions with university officials and sponsors like Genshin Impact
- Organized animation jams, competitions, workshops, and events for 200+ people