

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 May 2026

RELEVANT COURSEWORK

Computer Science C++, Algorithms and Data Structures, Game Programming, Object-Oriented Programming (OOP), Computer Graphics, Linear Algebra, Database Design, HCI, Discrete Structures

3D Animation Game Animation, Modeling, Texturing, Rigging, 3D Animation, Lighting, Compositing, Simulation

SKILLS

Programming Java, C++, Python, Javascript, PyQt, OpenGL, C#, SDL, GLSL, React.js, Node.js, MySQL, Git, VEX, MEL, Jira

Art/Animation Blender, Unity, Nuke, Maya, Houdini, Adobe Substance Painter, Adobe After Effects, Qt Designer, Shotgun

EXPERIENCE

Walt Disney Imagineering

Jan 2025 - Present

Visual Effects Designer (Pipeline TD) Intern

Glendale, CA

- Diagnosed and applied fixes in WDI's custom plugins and render farm processes using Python and ExtendScript
- Retrieved and managed project data from Shotgun using scripting to support creative pipelines and production
- Automated repetitive artist tasks in After Effects, Nuke, and Maya, reducing manual effort and increasing productivity for visual effects and animation workflows

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+ web development demo using TypeScript, React, Node.js, and JSON
- Implemented web-based application 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

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 layouts in Maya using Python, Qt, and MEL Scripting in a node-based workflow
- Accelerated texture import, bulk node creation, and material assignment, increasing workflow efficiency by 90%

[Plant Generator Plugin](#) Maya tool to streamline procedural generation of stylized and customizable plants

Dec - Jan 2024

- Developed this tool to reduce the time taken to model plants in Maya using Python, MEL scripting and Qt
- Simplified plant modeling with a GUI for one-click duplication, modification, and customization of plant sections

[Raytracer](#) Graphics Engineering, 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 shaders, hard/soft shadows from spotlights and adjusting light sampling counts in area lights

[OpenGL Projects](#) Trackball, Cameras, 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