

NATASHA M. DAAS

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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, Rez

Art/Animation Maya, Houdini, Blender, Unity, Adobe Creative Suite, Adobe Substance Painter, Nuke, Arnold, Figma

Misc. Deadline Monitor, Shotgun API, Shotgun, Jira, Qt Designer

EXPERIENCE

Walt Disney Imagineering

Jan - July 2025

Visual Effects Designer (Pipeline TD) intern

Glendale, CA

- Developed pipeline tools and shelf scripts for compositing, 2D FX, previs/layout, and motion graphics, delivering bug fixes and automation for project initialization, Shotgun asset management, and rendering workflows.
- Resolved Jira tickets across After Effects, Maya, Nuke, and Deadline Monitor (using Rez and Git) and provided daily front-line support to artists and video media designers as the technical point of contact for AE.
- Developed a Python-ExtendScript bridge for After Effects, standardizing workflows across DCCs (Maya, Nuke, AE), to enable project dependency tracking and version management in AE.
- Designed and implemented workflow solutions (Python/ExtendScript/Qt) informed by artist feedback and pipeline/render blockers, reducing project tracking errors and improving interdepartmental production consistency.
- Integrated a major DCC software upgrade into the studio pipeline by modifying Deadline scripts and debugging test farm jobs, Linux/Windows render nodes, and third-party plugin compatibility errors.
- Collaborated with TD and Shotgun teams to maintain Shotgun API security and access by updating Rez/Chocolatey packages, diagnosing package deployment issues through remote fixes on artist workstations, auditing API usage, and tracking installed packages.
- Refactored a CLI media archiving tool and added GUI workflows, improving accessibility for non-technical users and increasing workflow efficiency by 95%. Provided post-release support for project-specific needs.
- Optimized Nuke post-encode processes with custom Deadline plugins, automating cleanup jobs and eliminating manual file management.

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 support to 50+ employees, resolving technical issues, managing software and hardware installations, implementing software updates and troubleshooting network problems to ensure seamless daily operations.

Teaching Assistant, Computer Graphics (CS 4300)

Sep - Dec 2024 & 2025

PROJECTS

- [Fluid Particle Simulation](#) 3D Particle Dynamics, GLSL Ray Marching Shader, C++, OpenGL
- [Image-Guided Terrain Generator for Unity Export](#) Procedural Houdini-Based Tool, Python
- [AI Standard Surface Substance Painter Plugin](#) Substance Painter to Maya Pipeline Tool

Mar - Aug 2025

Sep - Dec 2024

June - Jul 2024

LEADERSHIP & VOLUNTEERING

Asians in Animation (AIA) Email & Newsletter Assistant

Sep 2024 - Present

NUAnimation Club Treasurer, Vice President

Sep 2021 - Present