NATASHA M. DAAS

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

Northeastern University, GPA: 3.80   Boston, MA**,** Sep 2021 - Present
B.S in Computer Science and Media Arts || Animation Concentration   Expected December 2025

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	Animation for Games, Animation Basics, Animation 1, Animation 2

SKILLS

Programming	Java, C++, Python, Typescript, Javascript, PyQt, OpenGL, C#, SDL, GLSL, React, Node.js, SQL, MongoDB, CSS
Art/Animation	Maya, Houdini, Blender, Unity, Adobe Substance Painter, Adobe Photoshop, Adobe After Effects

EXPERIENCE

Nickelodeon   **June 2024 - Aug 2024**
Data Strategy Intern   **Burbank, CA**

- Developed an ETL pipeline using Python to automate the standardization and cleaning of 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
- Collaborated as a frontend engineer and software developer on the NICKtern project to build a Nickelodeon+ web application demo using TypeScript, React, Node.js, and JSON that was crucial for pitching the streaming service
- Implemented streaming platform features iteratively, including search functionality and two-factor authentication

Northeastern University   **July 2023 - 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),***   **Sep 2024 - Present**
- ***Teaching Assistant, Fundamentals of Computer Science II (CS 2510)***   **Jan 2023 - May 2023**

PROJECTS

[AI Standard Surface Substance Painter Plugin](#) *Adobe Substance Painter to Maya Plugin*   **June - July 2024**

- Eliminated the tedious task of creating and assigning multiple AI Standard Surface textures to multiple objects or UV shells using Python, Qt and MEL Scripting via bulk node creation from texture files from Adobe Substance Painter
- Increased efficiency by 90% in creating AI Standard Surface materials for Maya by designing a plugin that automates the import of texture files, node creation, and material assignment from Adobe Substance Painter

[Plant Generator Plugin](#) *Maya tool to streamline 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
- Eliminated inefficiencies in plant part modeling by enabling one-click bulk duplication, modification, and connection
- Provided distortion, tilting and scaling options via a user-friendly GUI to allow customization over plant geometry

[Raytracer](#) *Advanced Lighting, Shadows and Custom Scene Creation using C++*   **July - Dec 2023**

- Implemented accurate ray-object intersections for boxes, spheres, cylinders, and cones using vector calculations
- Utilized an Object Oriented Model-View-Controller framework and visitor pattern to a construct hierarchical node system, enabling the creation of custom scenes with reflection, refraction, and refractive index properties
- Enhanced the application with advanced lighting features including spotlights, point lights, and area lights, enabling the creation of hard and soft shadows by adjusting light sample counts

[OpenGL Projects](#) *Trackball, Lighting, Texturing and 3D Animation in OpenGL*   **Feb - Apr 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 & INVOLVEMENTS

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 NEU's animation community with 200+ people