

# Catherine Azelby

[Portfolio](#) | [LinkedIn](#) | [GitHub](#) | [azelbycatherine@gmail.com](mailto:azelbycatherine@gmail.com) | [Willing to Relocate](#)

## Education

### Northeastern University

2022-2026

*Candidate for a Bachelor of Science in Computer Science and Media Arts (Animation)*

Boston, MA

**Relevant Courses:** Animation 1, Animation for Games, Animation 2, Object-Oriented Design, Experience and Interaction, Algorithms and Data

**GPA: 3.804, Dean's List**

## Technical Skills

### Animation

Maya, Unreal Engine, Blender, Adobe Substance Painter, Adobe Substance Sampler, Unity

### Art

Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro

### Programming

Java, Python, Unreal Engine Blueprints, MEL, HTML, CSS, R, MySQL, Git

## Work Experience

### Northeastern University

Jan 2025 - present

#### *Virtual Reality Developer and Research Assistant*

Boston, MA

- Designing virtual reality field trips for education with Unreal Engine 5 and Meta Quest Developer Platform.
- Game and environment design for a car-crash simulator meant to engage and teach high school students about the physics concept of impulse.

### Knack

Sept 2024 - present

#### *Peer Tutor*

Boston, MA

- Tutor specializing in Animation Basics, Animation 1, and Object Oriented Design, aiding students in understanding course contents and software like Java, Autodesk Maya, and Adobe Substance Painter.

### Northeastern University

2023, 2024

#### *CAMD Student Peer Mentor*

Boston, MA

- Worked as a mentor with first-year students in the College of Arts, Media, and Design to help students navigate university classes, registration, and social involvement.

### Sierra

Jun 2023 - Dec 2024

#### *Sales Associate*

Moorestown, NJ

- Seasonal sales associate focusing on customer engagement and credit card sign-ups.

## Projects

### [EasyBlink: Maya Plugin](#)

A plugin designed to quickly animate blinks on different character rigs. Designed in concept for time-efficient animation productions such as television CG.

### [Chasm's Call: Challenge Entry](#)

Animation cinematic project. Utilized a unique workflow of combining Blender character animation with Unreal Engine environment, with compositing done in After Effects.

## Leadership, Involvement, and Honors

### MIT Reality Hack: Best Lifestyle World with Meta Horizon Worlds

2025

Worked with a team of five in the Meta Horizon Worlds Creator Program to create an interactive VR Art Museum.

### Animation Club President

2024-present

Planning large-scale events such as speaker events, film festivals, and alumni networking. Oversees club events, outreach, and activities.

### Animation Club Graphic Designer

2023-2024

Creator of all club promotional materials with Adobe Illustrator.

### Games, Art, and Play: Japan Study Abroad

2024

Month-long study abroad focusing on game design applications and principles. Created a game in Python/Ren'Py and Photoshop independently.