

Catherine Azelby

[Portfolio](#) | [Email](#) | [LinkedIn](#) | (+1) 609-605-7772 | Willing to Relocate

Education

Northeastern University

2022-2026

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

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, C++, Unreal Engine Blueprints, MEL, HTML, CSS, R, MySQL, Git |

Work Experience

HyLite Studios

Jun 2025 - Oct 2025

3D Visual Designer

Remote

- Modeling and texturing assets in Blender for Meta Horizon Worlds. Ensuring optimization for real-time performance while maintaining visual appeal.
- Followed design guidelines and platform limitations to create engaging, user-friendly virtual environments.

Northeastern University

Jun 2025 - Sep 2025

Comic Illustrator

Remote

- Northeastern PEAK grant recipient handling all illustrations for “Chloe and the Locked Library”.
- Managing all aspects of the visual process, such as character design, paneling, and cover illustration, ensuring timely delivery and alignment with the writer’s vision.

Northeastern University

Jan 2025 - Jun 2025

Virtual Reality Developer and Research Assistant

Boston,

MA

- Designed the prototype for a virtual reality field trip with Unreal Engine 5 and Meta Quest Developer Platform. Created an interactive car-crash simulator meant to engage and teach high school students about the physics concept of impulse.
- Independently designed Northeastern’s XR Ed Lab logo with Adobe Illustrator and website with HTML, CSS, and WordPress.

Knack

Sept 2024 - April 2025

Peer Tutor

Boston, MA

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

Northeastern University

Sep 2024 - Dec 2024

CAMD Student Peer Mentor

Boston, MA

- Mentored students in the College of Arts, Media, and Design, navigating university classes, registration, and social life.

Projects

EasyBlink: Maya Plugin

A plugin designed to quickly animate blinks on different character rigs. Designed for conceiving time-efficient animation productions, such as television CG or crowd animation. Created with Python and MEL.

Chasm’s Call: Challenge Entry

Cinematic animation project. Utilized a unique workflow combining Blender character animation with an Unreal Engine environment and compositing in After Effects.

Leadership, Involvement, and Honors

ACM SIGGRAPH Vancouver 2025 Student Volunteer

- Assisted in providing conference support, guidance, and organization to guests attending the SIGGRAPH conference.

MIT Reality Hack: Best Lifestyle World with Meta Horizon Worlds

- 3D artist for the winning team of the Meta Horizon Worlds track at MIT’s VR hackathon.
- Modeled 3D art assets using Blender, Maya, and Substance Painter.

Northeastern Animation Club President

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

Northeastern Animation Club Graphic Designer

- Creator of all club promotional materials, such as flyers, social media graphics, and banners, using Adobe Illustrator.

Games, Art, and Play: Japan Study Abroad

- Month-long study abroad focusing on game design applications and principles.
- Created a visual novel dress-up game in Python/Ren'Py and Photoshop independently; handled illustration of all 2D assets, writing dialogue, and programming interactive features.