

# Catherine Azelby

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

## Education

### Northeastern University

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

2022-2026

GPA: 3.780, Dean's List

## Technical Skills

### Animation

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

### Art

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

### Programming

Python, C++, Java, UE Blueprints, MEL, JavaScript, React, HTML, CSS, R, MySQL, Git, MS Office, OpenUSD

## 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 - Oct 2025

#### Comic Illustrator

Remote

- Northeastern PEAK grant recipient handling all illustrations for "Chloe and the Locked Library" in Photoshop.
- 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

#### College of Arts, Media, & Design Student Peer Mentor

Boston, MA

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

## Projects

### VR Field Trips: Unreal Engine Research Project

Virtual Reality playable prototype focusing on immersive STEM education. Simulates the role of a car crash test engineer to reinforce critical physics concepts through experiential learning. Created with Unreal Engine blueprint scripting (C++) and Fab assets.

### LayoutLink: Maya/Unreal Plugin

Enables scene data exchange between Autodesk Maya and Unreal Engine using industry-standard USD composition. Work-in-progress senior capstone project. Created with Python, MEL, and C++.

## Leadership, Involvement, and Honors

### ACM SIGGRAPH Vancouver 2025 Student Volunteer

Aug 2025

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

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

Jan 2025

- 3D artist and presentation material lead 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, and created a project demo video in Adobe Premiere Pro.

### Northeastern College of Arts, Media, & Design Student Ambassador

Sep 2025 - April 2026

- Assisting with undergraduate recruitment and marketing efforts through sharing personal experience and advice.

### Northeastern Animation Club President

April 2024 - April 2026

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

### NASA SUITS: Graphic Designer & Unreal Engine Designer

Sep 2025 - April 2026

- Team member for the NASA Spacesuit UI Technologies for Students competition. Handling logo design and Unreal Engine development.

### Northeastern Animation Club Graphic Designer

April 2023 - April 2024

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

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

July 2024

- Study abroad focusing on game design applications and principles. Created a visual novel dress-up game in Python and Photoshop.