

Catherine Azelby

[Portfolio](#) | [Email](#) | [LinkedIn](#) | (+1) 609-605-772 | 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, 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.

Speed Raceway

Nov 2021 - Jul 2022

Front Counter

Cinnaminson, NJ

- Customer service associate and event coordinator focused on time management, customer enjoyment, and conflict resolution.

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.
- Modeled 3D art assets using Blender, Maya, and Substance Painter.

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.