

# Catherine Azelby

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

## Education

<b>Northeastern University</b>	2022-2026
<i>Candidate for a Bachelor of Science in Computer Science and Media Arts (Animation)</i>	<b>GPA: 3.804, Dean's List</b>

## Technical Skills

<b>Animation</b>	Maya, Unreal Engine, Blender, Adobe Substance Painter, Adobe Substance Sampler, Unity
<b>Art</b>	Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Jira, Confluence
<b>Programming</b>	Java, Python, C++, Unreal Engine Blueprints, MEL, HTML, CSS, R, MySQL, Git

## Work Experience

<b>HyLite Studios</b>	Jun 2025 - Oct 2025
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<i>3D Visual Designer</i>	Remote
<ul style="list-style-type: none"><li>Modeling and texturing assets in Blender for Meta Horizon Worlds. Ensuring optimization for real-time performance while maintaining visual appeal.</li><li>Followed design guidelines and platform limitations to create engaging, user-friendly virtual environments.</li></ul>	

<b>Northeastern University</b>	Jun 2025 - Sep 2025
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<i>Comic Illustrator</i>	Remote
<ul style="list-style-type: none"><li>Northeastern PEAK grant recipient handling all illustrations for “Chloe and the Locked Library”.</li><li>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.</li></ul>	

<b>Northeastern University</b>	Jan 2025 - Jun 2025
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<i>Virtual Reality Developer and Research Assistant</i>	Boston, MA
<ul style="list-style-type: none"><li>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.</li><li>Independently designed Northeastern’s XR Ed Lab logo with Adobe Illustrator and website with HTML, CSS, and WordPress.</li></ul>	

<b>Knack</b>	Sept 2024 - April 2025
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<i>Peer Tutor</i>	Boston, MA
<ul style="list-style-type: none"><li>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.</li></ul>	

<b>Northeastern University</b>	Sep 2024 - Dec 2024
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<i>CAMD Student Peer Mentor</i>	Boston, MA
<ul style="list-style-type: none"><li>Mentored students in the College of Arts, Media, and Design, navigating university classes, registration, and social life.</li></ul>	

## Projects

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

A plugin designed to quickly animate blinks on different character rigs. Designed for concepting 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.