

Catherine Azelby

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

Education

Northeastern University	2022-2026
<i>Candidate for a Bachelor of Science in Computer Science and Media Arts (Animation)</i>	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, Jira, Confluence
Programming	Java, Python, C++, Unreal Engine Blueprints, MEL, HTML, CSS, R, MySQL, Git

Work Experience

HyLite Studios	Jun 2025 - Oct 2025
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<i>3D Visual Designer</i>	Remote
<ul style="list-style-type: none">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
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<i>Comic Illustrator</i>	Remote
<ul style="list-style-type: none">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
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<i>Virtual Reality Developer and Research Assistant</i>	Boston, MA
<ul style="list-style-type: none">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
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<i>Peer Tutor</i>	Boston, MA
<ul style="list-style-type: none">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
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<i>CAMD Student Peer Mentor</i>	Boston, MA
<ul style="list-style-type: none">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 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.