

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: 3.780, 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
<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 - Oct 2025
<i>Comic Illustrator</i>	Remote
<ul style="list-style-type: none">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
<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
<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
<i>College of Arts, Media, & Design 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

<u>VR Field Trips: Unreal Engine Research Project</u>
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.
<u>Chasm’s Call: Challenge Entry</u>
Cinematic animation project. Utilized a unique workflow combining Blender character animation with an Unreal Engine environment, utilizing Scene Capture (HDRI) transfer from Unreal Engine and final compositing in After Effects.

Leadership, Involvement, and Honors

ACM SIGGRAPH Vancouver 2025 Student Volunteer	Aug 2025
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Assisting with undergraduate recruitment and marketing efforts through sharing personal experience and advice.	
Northeastern Animation Club President	April 2024 - April 2026
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">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
<ul style="list-style-type: none">Study abroad focusing on game design applications and principles. Created a visual novel dress-up game in Python and Photoshop.	