

# 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 & 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 & 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, & Design to help students navigate the 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 & 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, & activities.

### Animation Club Graphic Designer

2023-2024

- Creator of all club promotional materials with Adobe Illustrator.

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

2024

- Month-long study abroad focusing on game design applications & principles.
- Created a game in Python/Ren'Py & Photoshop independently.