

Delaney Reed Sabey

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EDUCATION

Brigham Young University — B.S. Computer Science, Emphasis in Animation & Games
April 2024 | Provo, UT

EXPERIENCE

DreamWorks Animation — Technical Resource Administrator

Nov 2024 – Present | Glendale, CA

- Develop Python and shell automation tools to optimize render farm operations and support production pipeline workflows for feature animation
- Collaborate daily with artists, TDs, production, and software engineering teams to troubleshoot pipeline issues, improve artist workflows, and maintain production efficiency across multiple shows
- Monitor and support high-volume rendering infrastructure in Linux environments, managing resource allocation and resolving production bottlenecks
- Support production rendering workflows across multiple feature animation projects, including *The Bad Guys 2*, *Shrek 5*, and *Forgotten Island*

BYU Center for Animation — Character TD / Rigging & Pipeline TD

Jan 2023 – Dec 2023 | Provo, UT

- Developed reusable Python-driven rigging systems in Maya for award-winning short film *Student Accomplice*, supporting scalable background character population and animation retargeting across a shared base mesh system
- Built modular character and prop rigs, prepared animation-ready assets, and developed reusable rig components supporting efficient Maya workflows and asset compatibility
- Collaborated with animators to design intuitive controls, troubleshoot rigs, and improve production-ready character workflows.

DNEG — VFX / Virtual Production Intern

Jan 2024 – Apr 2024 | London, UK

- Retargeted motion capture data to MetaHuman rigs in Unreal Engine 5 for cinematic production workflows
- Collaborated on an Unreal Engine 5 virtual production project involving scene assembly, lighting, materials, and cinematic workflows

AWARDS & PROJECTS

Student Accomplice

(2024 Student Academy Award | 2025 College Television Award | The Rookies 2024 3D Animation Film of the Year | 2.3M+ YouTube views)

- Created the main character rig, developed Python tooling, and supported asset preparation, animation retargeting, and Maya/Houdini/USD pipeline integration

Shrineflow

(The Rookies 2024 Console/PC Game of the Year Finalist)

- Created playable character rig and contributed to Unreal Engine 5 character workflow and integration

SKILLS

Software: Maya, Houdini, Unreal Engine 5, Git, Perforce, ShotGrid, Marvelous Designer, ZBrush, Nuke

Programming/Scripting: Python, C++, MEL, Linux/Unix

Technical Skills: Character Rigging, Animation Retargeting, Unreal Pipeline, Materials/Shaders, Rendering Pipelines, Pipeline Development, USD/Solaris, Procedural Systems, Troubleshooting, Simulation, 3D Modeling

