

Darrell Abney

Lead / Senior VFX Modeler | Rapid Prototype | Visual Development Sculptor
(971) 470-1963 | darrellabney@gmail.com | www.artbydabney.com | Portland, OR

SKILLS

20+ years of experience creating characters, creatures, environments, and props for over 25 feature films in VFX, CG animation, and Stop-Motion animation.
Visual Development sculpting, Rapid Prototyping/3D printing puppets, Pipeline development, Bidding, Creature Design, Facial Blend Shapes, Hard Surface and Organic Modeling, Texture, Look Dev, Teacher for 8+ years, Experience as a makeup artist and traditional sculptor
Tools: Maya, Zbrush, Substance Painter, Mari, Marvelous Designer, Blender, 3ds Max, Renderman, Katana, Arnold, Vray, Xgen, Nuke, USD

EXPERIENCE

Laika Studios, Hillsboro, OR October 2018 – July 2026

Lead VFX Modeler (promoted Nov 2025) | Senior Modeler (Oct 2018 – Nov 2025)

- Worked 7 years and 9 months at Laika across multiple departments including VFX, Rapid Prototype and Production Design - promoted to Lead in the final year of Wildwood
- As Lead: mentored the modeling team on displacement mapping and ZBrush workflows
- Oversaw a team of 5+ artists that helped enhance the asset quality for final approvals
- As Senior: modeled hero humans, animals (including crows and birds), sets, props, and vehicles for Wildwood; created visual development sculpts for principal characters from 2D concept art
- Partnered with rigging and animation leads to deliver clean, production-ready topology optimized for deformation and texturing

Advanced Zbrush Instructor

Animschool, Provo, Utah

June 2019 – Present

- Teaching students how to translate 2d concept art into high quality 3D characters

Senior Creature Modeler and Texture Artist

Industrial Light & Magic, Vancouver, B.C.

March 2016 – October 2018

- *Star Wars The Last Jedi*: modeled AT-ST robot (some design), modeled Porgs and face shapes, modeled/textured Captain Phasma hero digital double, textured: megadestroyer with asset team, Resistance transport fleet, and Libertine ship
- *Aquaman*: modeled/sculpted the Tylosaur creature and armor (some design) Hero costume modeling for Aquaman and Oceanmaster hero digi doubles
- Sculpted Aliens for *Valerian* and shot sculpting of Kong for *Kong Skull Island*

Senior Modeler Roles

Various Companies

April 2000 – March 2016

- MPC - Harry Potter and the Deathly Hallows Part 1 and 2, Narnia 3
- Sony Imageworks - Angry Birds, Hotel Transylvania 2, Suicide Squad, Alice 2
- Pixomondo - Star Trek Into Darkness, After Earth, Wanda Theme Park
- Prologue - Creature Designer for American Horror Story Season 3 and 8
- Laika Studios - RP Modeler on Paranorman
- Sony Playstation - High Velocity Bowling, NBA07, 08, 09 and Modnation Racers
- Walt Disney World MGM Studios - Scenic painting of murals, props, sets, and signage
- Universal Studios Florida - Makeup Artist for the Beetlejuice Graveyard Revue show
- KXI - Sculpting and airbrushing of animatronic animals for Rainforest Café Restaurants

EDUCATION

Art Institute of Pittsburgh, Associates of Arts in Industrial Design

AWARDS

BAFTA for Best Visual Effects, Harry Potter and the Deathly Hallows Part 2 - MPC
Artwork featured on the cover of Cinefex and 3D World magazines