

**Micah A. Betts**  
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**Portfolio / Demo Reel Website – <http://www.mabmanz.com>**

### **Objective**

To contribute and gain experience in a multimedia production studio as an animator or artist.

### **Education**

**University of Maryland, Baltimore County, May 2007**

Bachelor's of Art, Concentration in Animation

### **Technical Experience**

**Primary Focus:** 3D Animation  
**Additional Skills:** Low/High Poly Character/Object modeling, Character Rigging/Weighting, Texturing & UV Layout, 3D Asset Exporting/Importing, Basic Programming (C, C++, C#)  
**3D/2D Art:** Maya (some MEL), 3DS Max (Biped/Character Studio), ZBrush, Photoshop, Painter, After Effects, Premiere  
**Game Pipeline:** Emergent Gamebyro, Unreal Editor 3 (some UnrealScript), Valve Hammer Editor, XNA Game Studio, UNITY 3D  
**Web Development:** Flash (some ActionScript), Dreamweaver, PHP, CSS  
**Operating Systems:** Windows, Mac, DOS Command Prompt  
**Content Management:** Overlord, ProjectPath, SVN

### **Professional Experience**

**Whizzkit v.o.f., Freelance 3D Artist/Animator**      **May 2008 – Present**  
- Model, rig, animate, and export several game-ready biped and quadruped characters for use in UNITY 3D game engine for “The Game Bible” project.

**iD Gaming Academy, Instructor**      **June 2008 – August 2008, June 2007 – August 2007**  
- Work with a team to educate students with skills using Maya and 3DS Max for use in Unreal Tournament 3 mods and Beyond Virtual game engine.  
- Teach Basic C++ programming for games

**UMBC Imaging Research Center, 3D Art Intern**      **February 2007 – May 2007**  
- Model, Animate, and texture various components of NASA satellite devices for Goddard Space Center

**LifeBridge Health, Assistant Web Master**      **September 2005 – August 2006**  
- Assist with development and maintenance of content for the LifeBridge Health website  
- Create custom graphics and animation using Macromedia Flash, Adobe Photoshop, and Image Ready  
- Add and revise existing website content using Macromedia Dreamweaver, Javascript and PHP coding

### **Personal Experience**

- Animator and Rigger for Half-Life 2 mod, [Firearms 2](#)(Release Early 2009)
- IGDA Member #20076057, regular attendance at Baltimore Chapter meetings
- Lead Artist and Animator for UMBC Game Development Club, 2006-2007
- Development of personal XNA Game Studio projects using C# and Maya/Max
- Competitive/Tournament player of Soul Calibur, Street Fighter, Tekken, Firearms, and Team Fortress 2
- Japanese 201 foreign language classes at UMBC

**REFERENCES AVAILABLE AT REQUEST**