

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

Objective

To contribute and gain experience in a game development studio as a character animator and/or technical artist.

Education

University of Maryland, Baltimore County, May 2007

Bachelor's of Art, Concentration in Animation

Security Clearance – Top Secret (2010)

Technical Experience

Primary Focus: 3D Character 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, CSS
Networking/Server: Windows, Mac, DOS Command Prompt, Citrix, Active Directory
Content Management: Overlord, ProjectPath, SVN, Remedy

Professional Experience

U.S. Dept. of State, IT Systems Admin **March 2010 - Present**
- Provide hardware/software support for users in the U.S. State Dept. Network

Whizzkit,v.o.f., Freelance 3D Artist **May 2008 – March 2009**
- Model, rig, and animate several biped and quadruped characters for use in UNITY 3D game engine.
- Model junior athlete characters from photos and concept drawings for casting and prototyping into STL, 3DS, and OBJ formats.

iD Gaming Academy, 3D 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

Personal Experience

- Animator and Rigger for unreleased Half-Life 2 mod, Firearms 2
- Lead Artist and Animator for UMBC Game Development Club, 2006-2007
- Development of personal XNA Game Studio projects using C# and Maya/Max
- Japanese 201 foreign language classes at UMBC

REFERENCES AVAILABLE AT REQUEST