

**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, US Department of State (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, Confluence/Jira

### **Professional Experience**

**Rocket City Studios, 3D Animator/Artist - “Second Chance Heroes” July 2012 - Current**

- Animate and export various monsters, characters, and environment props for realtime gameplay
- Model/rig characters and environment assets
- Set up baked physics simulations in Maya for cinematic animation use

**U.S. Dept. of State, IT Systems Admin March 2010 – June 2012**

- 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 Summer 2007, 2008**

- 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
- Personal projects developing for mobile platforms iOS and Android with UNITY
- Japanese 201 foreign language classes at UMBC

**REFERENCES AVAILABLE AT REQUEST**