

Micah Ballard

Game Designer and Composer

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[Portfolio Site](#)
[Musecore.com](#)

Experience

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- Miami University Bassoon Halloween Concert “Level Up”** **May 2023 - October 2023**
- **Co-Directed** and arranged video game music for my bassoon professor’s, **Dr. Aaron Pergram**, annual Halloween Concert.
- Unity Game Development Teaching Assistant** **January 2023 - Present**
- Helped teach **Unity** and **C# coding** to college students in and out of class.
- Miami University Tutor** **January 2024 - Present**
- Tutored students in **Unity**, **C# coding**, and **Maya 3D modeling**
- Indie Game Developer** **August 2021 - Present**
- Have completed multiple game in **Game Maker Studio**, **Unity**, and **Unreal**, being the leader of many games, and am currently working on an Online Competitive FPS called *Instruments of War*.
- Undergraduate Summer Scholars 2023** **May 2023 - August 2023**
- Worked over the summer on independent research for my game, *Instruments of War*, which involved learned how to code **first person movement mechanics**, **level design**, **3D modeling**, as well as working in **Maya** for **character rigging**, **animation**, **composing music**, and studying other FPS games.

Compositions

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- String Quartet “Let America Be America Again”** **February 2021 - July 2021**
- A String Quartet commissioned by Erin Sales for the ArtsWave Truth and Reconciliation project, and performed by the Queen City String Quartet at Memorial Hall.
- Forest Fantasie** **April 2023**
- A piece for Flute, Bb and Bass Clarinet, Percussion, Guitar, and Piano, performed by Dal Niente.
- Other Works**
- My other compositions can be found on [Musecore.com](#).

Projects

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- Sole Developer: *Instruments of War*** **January 2023 - Present**
- Creating a 1v1 **Online Competitive FPS**
 - Focused on improving my overall understanding of the game development process from the ground up, and evaluating my pros and cons when it comes to asset creation and coding.
 - Developed shaders in **Unity** like cell shading for player models.
 - Coded all aspects of the game, from movement mechanics, to menu navigation, character customization, and so on.
- Miami University Game Design Club**
- Have worked with the GDC to create music or code for various game projects.

Education

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- Walnut Hills High School** **Class of ‘21**
- Graduated with a 4.86 GPA and received the John Phillip Sousa award from the Walnut Hills Wind Ensemble.
- Miami University** **Class of ‘25**
- Major: Music Composition, Game + Simulations
- Interlochen Composition Program** **June 2020 - July 2020, July 2021 - August 2021**
- Studied **Composition** and **Music Theory** at Interlochen, and met with musicians and composers such as **Ray Chen**, **Jennifer Higdon**, and **Wynton Marsalis**.
- Studied with CCM Professor Ellen R. Harrison**
- Studied with CSO Principal Bassoonist Christopher Sales**

Organizations

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- Miami University Honors Student** **August 2021 - Present**
- Cincinnati Scholars** **August 2021 - Present**
- Miami Gradu8 Scholars** **August 2021 - Present**
- ASCAP Writer and Producer** **November 2023 - Present**