Micah Ballard, Game Designer and Composer

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Musecore.com

Education

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

Experience

Miami University Bassoon Halloween Concert   **May 2023 - October 2023**
- **Co-Directed** and **arranged video game music** for my bassoon professor's, **Dr. Aaron Pergram**, annual Halloween Concert titled "Level Up".

Unity Game Development Teaching Assistant   **January 2023 - Present**
- Helped teach **Unity** and **C# coding** to college students in and out of class.

Indie Game Developer   **August 2021 - Present**
- Have completed multiple small game projects in **Game Maker Studio**, **Unity**, and **Unreal**, 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

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
- 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

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 menu navigation and character customization.

Organizations

Miami University Honors Student   **August 2021 - Present**

Cincinnati Scholars   **August 2021 - Present**

Miami Gradu8 Scholars   **August 2021 - Present**

ASCAP Writer and Producer   **Novemeber 2023 - Present**