

# Micah Ballard

Game Developer / Composer

[micah.i.ballard@gmail.com](mailto:micah.i.ballard@gmail.com)

[LinkedIn](#), [Portfolio](#), [Itch.io](#), [Soundcloud](#)

## SKILLS

**Languages:** C#, Blueprints, Java, C++, Javascript, HTML, CSS, JSON

**Tools:** Unity, Unreal, Game Maker Studio, Maya, Blender, Muscore 4, Ableton, Wwise

**Other:** Wondershare Filmora, Adobe Creative Suite

## EXPERIENCE

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|--|----------------|
| <b>Tutor - Miami University</b>  | 2024– Present  |
| <ul style="list-style-type: none"><li>Tutored students in Unity, C# coding, and Maya 3D modeling</li></ul>   |                |
| <b>Unity Game Development Teaching Assistant - Miami University</b>  | 2023 - Present |
| <ul style="list-style-type: none"><li>Helped teach Unity and C# coding to college students in and out of class.</li></ul>  |                |
| <b>Lead Game Programmer, Composer - P1 Games</b>   | 2024           |
| <ul style="list-style-type: none"><li>Communicated with teams to make game jams a part of the P1 Games Organization, where we won first place and many awards for two games called Rhythm of Harmony, a music-based Metroidvania, and Feast or Famine, a tower defense game with side-scrolling levels.</li></ul>  |                |
| <b>Game Programmer, Composer - IndieCade</b>   | 2024           |
| <ul style="list-style-type: none"><li>Developed an open-world exploration game for IndieCade's Climate Jam in which I helped facilitate daily team meetings, coded first-person character mechanics and UI, composed music, integrated sound effects, edited the trailer, and maintained strong communication for our game call Frogology, a game about animal conservation.</li></ul> |                |
| <b>Balance Breakers - Indie Game</b>   | 2024– Present  |
| <ul style="list-style-type: none"><li>A Collaborated as a two person team over the span of a week, in which we made a platform fighting game where you fight another player on a balancing platform while jumping on pogo sticks fused with weapons.</li><li>Created a game and marketed it's release across platforms like LinkedIn, Bluesky, Twitter, and Reddit</li></ul>           |                |
| <b>Game Programmer, Composer, Project Lead - Miami University Game Design Club</b>   | 2023– Present  |
| <ul style="list-style-type: none"><li>lead Music Director and Programmer of the Game Design Club, developing music or code for various game projects released on Steam and Itch.io.</li></ul>  |                |
| <b>Undergraduate Summer Scholar - Miami University</b>   | 2023           |
| <ul style="list-style-type: none"><li>Independently researched first-person movement mechanics, level design, net code, and 3D modeling, working in Maya for character rigging, animation, composing music, and studying other FPS games over the summer for my game, Instruments of War. This project is still in development.</li></ul>  |                |
| <b>Indie Game Developer</b>  | 2021– Present  |
| <ul style="list-style-type: none"><li>Finished over 20 released games in Game Maker Studio, Unity, and Unreal, mostly as the lead designer and programmer. I am currently working on an Online Competitive FPS called Instruments of War, and an artistic world exploration game named To Aeris. You can find these games on my <a href="#">Itch.io</a></li></ul>                      |                |

## EDUCATION

Bachelor of Science in Games + Simulations – Miami University	Class of 2025
Bachelor of Music in Music Composition – Miami University	Class of 2025

## Organizations

Honors Student  
College of Creative Arts Advisory Board Member  
Cincinnati Scholars  
Miami Gradu8 Scholars  
ASCAP Writer and Producer