

# Micah Ballard

## Game Designer and Composer

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

### Experience

- Miami University Bassoon Halloween Concert “Level Up”** 2023
- **Co-directed** and arranged video game music for my bassoon professor, **Dr. Aaron Pergram**, annual Halloween Concert.
- Unity Game Development Teaching Assistant** 2023
- **Helped** teach **Unity** and **C# coding** to college students in and out of class.
- Miami University Tutor** 2024 - Present
- **Tutored** students in **Unity**, **C# coding**, and **Maya 3D modeling**
- Indie Game Developer** 2021 - Present
- **Finished** multiple games in **Game Maker Studio**, **Unity**, and **Unreal**, leading many games. I am currently working on an Online Competitive FPS called *Instruments of War*, and an artistic world exploration game named *To Aeris*.
- Undergraduate Summer Scholars 2023** 2023
- **Independently researched** **first-person movement mechanics**, **level design**, and **3D modeling**, as well as working in **Maya** for **character rigging**, **animation**, **composing music**, and studying other FPS games over the summer for my game, *Instruments of War*.

### Compositions

- String Quartet “Let America Be America Again”** 2021
- **Composed** 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** 2023
- **Composed** 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*** 2023 - Present
- **Coded** engaging movement FPS Mechanics, dynamic weapons, Character customization, and online integration for 1v1 combat
  - **3D-modeled** characters, maps, weapons. composed multilayered music tracks.
- Sole Developer: Sky Fishing** 2024
- **Developed** a game in a short period for a Game Jam. Coded a dynamic flight system, Menu UI, and GUI
  - 3D modeled assets in blender. Composed music and integrated sound effects.
- Miami University Game Design Club** 2023 - Present
- **lead Music Director** and **Programmer** of the Game Design Club, developing music or code for various game projects.
- P1 Games** 2024
- **Communicated** with teams to make game jams a part of the P1 Games Organization, Can be found on my Itch.io linked at the top.

### Education

- Walnut Hills High School**
- Graduated with a 4.86 GPA and received the John Phillip Sousa award from the Walnut Hills Wind Ensemble.
- Miami University**
- Majored Music Composition, Game + Simulations. A part of the ET Leaders program for select game developers
- Interlochen Composition Program** 2020, 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

**Miami University - Honors Student, Cincinnati Scholars, Miami Gradu8 Scholars**  
**ASCAP Writer and Producer**