

Micah Ballard

Composer / Game Developer

micah.i.ballard@gmail.com | [LinkedIn](#) | [Portfolio](#) | [Itch.io](#) | [Soundcloud](#) | [Linktree](#)

SKILLS

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

Tools: Musescore 4, Ableton, FMOD, Unity, Unreal, Game Maker Studio, Maya, Blender

Other: Wondershare Filmora, Adobe Creative Suite,

EXPERIENCE

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| Forest Fantasie - Composition | 2023 |
| <ul style="list-style-type: none">Won the 2024 Dolphy prize. Composed a piece for Flute, Bb and Bass Clarinet, Percussion, Guitar, and Piano, performed by Dal Niente. Now published by Alea Publishing. | |
| Password - Composition | 2024 |
| <ul style="list-style-type: none">Composed a piece for For Bb Clarinet, Violin, Cello, Piano, and Electronics, performed by Unheard Of | |
| The Ship of Theseus - Composition | 2024 |
| <ul style="list-style-type: none">Composed a piece for a full orchestral arrangement | |
| Sierra Nevada - IndieCade | 2024 |
| <ul style="list-style-type: none">Composed a piece for a Wind Ensemble for a game called Frogology, where you help preserve the frog population in Sierra Nevada from climate change-related issues.Designed the audio effects programming for ambient sounds, dynamic surface footsteps, and more.Soon to be released on Steam as a part of the IndieCade Climate Jam collection, with all proceeds going to climate change-related charities | |
| Lead Game Programmer, Composer - P1 Games | 2024 |
| <ul style="list-style-type: none">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. I was the Lead Programmer, Composer, and Sound Designer. | |
| Game Programmer, Composer, Project Lead - Miami University Game Design Club | 2023– Present |
| <ul style="list-style-type: none">lead Music Director, Sound Designer, and Programmer of the Game Design Club, developing music or code for various game projects released on Steam and Itch.io. | |
| Bassoon Halloween Concert “Level Up” - Miami University | 2023 |
| <ul style="list-style-type: none">Co-directed and arranged video game music for Dr. Aaron Pergram’s annual Halloween Concert. | |
| Skylight - Composition | 2023 |
| <ul style="list-style-type: none">Composed a piece for Soprano, Tenor, Bass Clarinet, and Percussion, performed by Guerilla Opera | |
| Let America Be America Again - Commissioned Composition | 2021 |
| <ul style="list-style-type: none">Commissioned by Erin Sales to compose a String Quartet for the ArtsWave Truth and Reconciliation project and performed by the Queen City String Quartet at Memorial Hall. | |

EDUCATION

Miami University, Oxford OH

Bachelor of Science in Games + Simulations & Bachelor of Music in Music Composition, 3.9 GPA, President’s List

Organizations

Honors Student

College of Creative Arts Dean Advisory Board Member

Cincinnati Scholars

Miami Gradu8 Scholars

ASCAP Writer and Producer