

# Micah Ballard

## Game Designer Composer

## Resume

[micah.i.ballard@gmail.com](mailto:micah.i.ballard@gmail.com)  
[Portfolio Site](#)  
[Itch.io](#)  
[Soundcloud](#)

### Skills

Level Design  
Project Management  
Game Design  
Game Development  
Scripting  
3D Modeling

### Tools



UNREAL  
ENGINE (Unreal)



AYA (Maya)



(Blender)



(Ableton)



Wwise (Wwise)

### Languages

C#  
Blueprints  
Java  
C++  
Javascript, HTML, CSS  
JSON

### Education



Major: Games + Simulations

Major: Music Composition

2021-2025

CCM Professor Ellen R.

Harrison

CSO Principal Bassoonist

Christopher Sales

### Organizations

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

### EXPERIENCE

#### Miami University Tutor

2024 - Present

- Tutored students in Unity, C# coding, and Maya 3D modeling

#### Unity Game Development Teaching Assistant

2023

- Helped teach Unity and C# coding to college students in and out of class.

#### Undergraduate Summer Scholars

2023

- 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*.

#### 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.

#### Indie Game Developer

2021 - Present

- 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*.

### COMPOSITIONS

#### Skylight

2023

- Composed a piece for Soprano, Tenor, Bass Clarinet, and Percussion, performed by Unheard Of

#### The Ship of Theseus

2024

- Composed a piece for a full orchestral arrangement

#### Sierra Nevada

2024

- 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.

- released on Steam as a part of the IndieCade Climate Jam collection.

#### Forest Fantasie

2023

- Composed a piece for Flute, Bb and Bass Clarinet, Percussion, Guitar, and Piano, performed by Dal Niente.

#### Let America Be America Again

2021

- 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.

#### Other Works

2021 - Present

- My other compositions can be found on [Soundcloud](#).

### GAME PROJECTS

#### Lead Game Programmer, Composer: P1 Games

2024

- 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.

#### Game Programmer, Composer, Project Lead: 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 released on [Steam](#) and [Itch.io](#).

#### Game Programmer, Composer: Frogology

2024

- 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.

#### 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.

#### Other Games

2021 - Present

- You can find these games on my [Itch.io](#)

