

Micah Ballard

Game Developer / Composer

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

Tutor - Miami University	2024– Present
<ul style="list-style-type: none">Tutored students in Unity, C# coding, and Maya 3D modeling	
Unity Game Development Teaching Assistant - Miami University	2023 - Present
<ul style="list-style-type: none">Helped teach Unity and C# coding to college students in and out of class.	
Playtester - Die in the Dungeon	2024– Present
<ul style="list-style-type: none">One of 30+ playtesters hired for testing gameplay mechanics and reporting bugs for Die in the Dungeon in order to prepare it for its Steam release.	
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.	
Game Programmer, Composer - IndieCade	2024
<ul style="list-style-type: none">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 called Frogology, a game about animal conservation.	
Balance Breakers - Indie Game	2024– Present
<ul style="list-style-type: none">Collaborated as a two-person team over the span of a week, we made a platform fighting game where you fight another player on a balancing platform while jumping on pogo sticks fused with weapons.Created a game and marketed its release across platforms like LinkedIn, Bluesky, Twitter, and Reddit	
Undergraduate Summer Scholar - Miami University	2023
<ul style="list-style-type: none">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.	
Indie Game Developer	2021– Present
<ul style="list-style-type: none">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 Itch.io	

EDUCATION

Miami University, Oxford OH	Class of 2025
Bachelor of Science in Games + Simulations & Bachelor of Music in Music Composition, 3.9 GPA	

Organizations

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