

Micah Ballard

Game Designer Composer

Resume

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](#)