

Micah Ballard

Game Designer and Composer

513-720-6291
micah.i.ballard@gmail.com
[Portfolio Site](#)
[Musecore.com](#)
[Itch.io](#)

Experience

- Miami University Bassoon Halloween Concert “Level Up”** **May 2023 - October 2023**
- Co-directed and arranged video game music for my bassoon professor, **Dr. Aaron Pergram**, annual Halloween Concert.
- Unity Game Development Teaching Assistant** **January 2023 - Present**
- Helped teach **Unity** and **C# coding** to college students in and out of class.
- Miami University Tutor** **January 2024 - Present**
- Tutored students in **Unity**, **C# coding**, and **Maya 3D modeling**
- Indie Game Developer** **August 2021 - Present**
- I have completed 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** **May 2023 - August 2023**
- Worked over the summer on independent research for my game, *Instruments of War*, which involved learned how to code **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.

Compositions

- String Quartet “Let America Be America Again”** **February 2021 - July 2021**
- 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** **April 2023**
- 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*** **January 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** **June 2024**
- Created 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** **August 2023 - Present**
- Have worked with the Game Design Club to create music or code for various game projects. Currently the lead Music Director.
- P1 Games** **June 2024 - Present**
- Worked 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** **Class of ‘21**
- Graduated with a 4.86 GPA and received the John Phillip Sousa award from the Walnut Hills Wind Ensemble.
- Miami University** **Class of ‘25**
- Major: Music Composition, Game + Simulations. A part of the ET Leaders program for select game developers
- Interlochen Composition Program** **June 2020 - July 2020, July 2021 - August 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** **August 2021 - Present**
- ASCAP Writer and Producer** **November 2023 - Present**