Micah Ballard

Game Developer / Composer

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

SKILLS

Languages: C#, Blueprints, Java, C++, Javascript, HTML, CSS, JSON
Tools: Unity, Unreal, Game Maker Studio, Maya, Blender, Musescore 4, Ableton, FMOD, Wwise
Other: Wondershare Filmora, Adobe Creative Suite

EXPERIENCE

Tutor - Miami University   2024– Present
- Tutored students in Unity, C# coding, and Maya 3D modeling

Unity Game Development Teaching Assistant - Miami University   2023 - Present
- Helped teach Unity and C# coding to college students in and out of class.

QA tester - Die in the Dungeon   2024– Present
- 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.

Playtester - REMATCH   2025
- Playtested the gameplay mechanics and reported bugs for the upcoming game, REMATCH.

Autodesk Ambassador   2025
- Taught workshops, talks, and held hackathons in the form of Game Jams sponsored by Autodesk, in which over 45 students produce more than 15 releasable table top and digital games within the span of a few days.

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. I was the Lead Programmer, Composer, and Sound Designer.

Game Programmer, Composer - IndieCade   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 for our game called [Frogology](#), a game about animal conservation.

Balance Breakers Game Programmer - Indie Game   2024– Present
- Collaborating 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 [Balance Breakers](#)' release across LinkedIn, Bluesky, Twitter, and Reddit

Undergraduate Summer Scholar - Miami University   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. This project is still in development.

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