

# Micah Ballard

Composer / Game Developer

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## SKILLS

**Languages:** C#, Blueprints, Java, Javascript, HTML, CSS, JSON

**Tools:** MuseScore 4, Ableton, FMOD, Unity, Unreal, Game Maker Studio, Maya, Blender

**Other:** Wondershare Filmora, Adobe Creative Suite,

## EXPERIENCE

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|--|---------------|
| <b>Forest Fantasie - Composition</b>   | 2023          |
| <ul style="list-style-type: none"><li>Won the <a href="#">2024 Dolphy prize</a>. Composed a piece for Flute, Bb and Bass Clarinet, Percussion, Guitar, and Piano, performed by Dal Niente. Now published by Alea Publishing.</li></ul>   |               |
| <b>Password - Composition</b>  | 2024          |
| <ul style="list-style-type: none"><li>Composed a piece for For Bb Clarinet, Violin, Cello, Piano, and Electronics, performed by Unheard Of</li></ul>   |               |
| <b>The Ship of Theseus - Composition</b>   | 2024          |
| <ul style="list-style-type: none"><li>Composed a piece for a full orchestral arrangement</li></ul>   |               |
| <b>Sierra Nevada - IndieCade</b>   | 2024          |
| <ul style="list-style-type: none"><li>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.</li><li>Designed the audio effects programming for ambient sounds, dynamic surface footsteps, and more.</li><li>Soon to be released on Steam as a part of the IndieCade Climate Jam collection, with all proceeds going to climate change-related charities</li></ul> |               |
| <b>Lead Game Programmer, Composer - P1 Games</b>   | 2024          |
| <ul style="list-style-type: none"><li>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.</li></ul>   |               |
| <b>Game Programmer, Composer, Project Lead - Miami University Game Design Club</b>   | 2023– Present |
| <ul style="list-style-type: none"><li>lead Music Director, Sound Designer, and Programmer of the Game Design Club, developing music or code for various game projects released on Steam and Itch.io.</li></ul>   |               |
| <b>Bassoon Halloween Concert “Level Up” - Miami University</b>   | 2023          |
| <ul style="list-style-type: none"><li>Co-directed and arranged video game music for Dr. Aaron Pergram’s annual Halloween Concert.</li></ul>  |               |
| <b>Skylight - Composition</b>  | 2023          |
| <ul style="list-style-type: none"><li>Composed a piece for Soprano, Tenor, Bass Clarinet, and Percussion, performed by Guerilla Opera</li></ul>  |               |
| <b>Let America Be America Again - Commissioned Composition</b>   | 2021          |
| <ul style="list-style-type: none"><li>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.</li></ul>  |               |

## EDUCATION

**Miami University, Oxford OH**

Bachelor of Science in Games + Simulations & Bachelor of Music in Music Composition, 3.9 GPA, Cum Laude

## Organizations

Honors College Graduate

College of Creative Arts Dean Advisory Board Member

Cincinnati Scholars

Miami Gradu8 Scholars

ASCAP Writer and Producer