

Peyton Ballard

Game Designer | Environmental Storyteller | Toolmaker

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PROJECTS & EXPERIENCE

Recollect

Solo Project, Unity | Blender | C#

- Designed and developed a first-person horror game with modular 3D environments, dynamic audio, and custom UI systems.
- Integrated voice acting and advanced lighting for narrative immersion.
- Served as capstone solo project at Essex Technical Center.

Mari Lwyd

Solo Project, Unity | Blender | C# | Original Music

- Built a resource-management horror game inspired by Welsh folklore.
- Implemented evolving AI logic with ScriptableObjects and flags for modular dialogue and difficulty scaling.
- Modeled, textured, animated, scored, and scripted all content independently, demonstrating full-stack game development.

CrazySituation!

Art Director → Lead Programmer, Unity | SkillsUSA 2025

- Co-designed a 2D puzzle game using AI-driven mechanics for the SkillsUSA competition.
- Transitioned from art director to lead programmer, managing AI logic, input systems, and UI.
- Placed 2nd nationally, demonstrating adaptability and collaboration.

Electronics Department, ReSOURCE VT

Technician

- Repaired, tested, and prepared consumer electronics for resale.
- Developed troubleshooting workflows and client-facing communication skills.

EDUCATION

Computer Science and Mathematics

Community College of Vermont (CCV) • Fall 2025 - Present

National Technical Honor Society, college-level courses

High School Graduate

2025 • Honor Roll, National Technical Honor Society

SKILLS

Game Development

Unity, Unreal Engine, C#, Game Systems Design

3D Art

Blender, 3D Modeling, Animation, Environmental Storytelling

Programming

Python, C#, JavaScript

Tools

Web Design, HTML, CSS, Bootstrap

AWARDS

🏆 **SkillsUSA 2nd Place National**
Game Development Competition

🏆 **SkillsUSA 5th Place National**
Previous Competition

🏆 **VT Highway Safety PSA 3rd Place**
Vermont Highway Safety Alliance

☆ **NTHS Induction**
National Technical Honor Society

HIGHLIGHTS

Created a solo horror game with voice acting & advanced audio systems

Built a professional portfolio website from scratch

"Designing immersive worlds with intention, performance, and story."