

# Benjamin M. Huckaby

8218 Beaded Stone St.  
Raleigh, NC 27613  
704-575-7116  
bmhuckab@ncsu.edu

**Objective:** Use my creative talents and my understanding of the principles and practices of coding to produce interactive multimedia designs.

---

## Education

**B.A., Art and Design;** Graduated: December 2007, Summa Cum Laude  
North Carolina State University; Raleigh, NC  
Major GPA: 4.0 / 4.0

**B.S., Computer Science;** Graduated: May 2006, Summa Cum Laude  
North Carolina State University; Raleigh, NC  
Major GPA: 3.759 / 4.0

## Computer Skills

### Operating Systems:

- Microsoft Windows 95, 98, ME, NT, 2000, XP (Home and Pro), Linux/UNIX, Mac OS 9 and OS X

### Programs:

- Microsoft Word, Power Point, Excel, Macromedia Dreamweaver, Fireworks, Flash, Adobe Photoshop, ImageReady, After Effects, Discreet 3ds Max, Pixologic ZBrush, Alias Maya, Corel Painter

### Programming Languages:

- Extensive experience with: Java, C, C++, OpenGL, HTML, ActionScript, working knowledge of: Perl, PHP, SQL, and XML

## Work Experience

### Multimedia Specialist

NCSU-DELTA; Raleigh, NC;

*January 2007 – Present*

Worked with a team to design and produce digital content for online instruction, including everything from static and dynamic webpage development to interactive real-time 3d learning environments and simulations.

- Designed, organized, and developed the backend of an interactive Flash game designed to teach plant pathology
- Helped to manage several part-time staff and served as a leader on a larger team project with a critical deadline
- Assisted in the research and deployment of real-time multi-user online environments to expand the effectiveness and opportunities available to online instructors

### Multimedia Technology Specialist

NCSU-DELTA; Raleigh, NC;

*Summer 2006 – January 2007*

Performed various 2d and 3d design tasks as well as some code development

- Developed 3d models and animations and did heavy ActionScript work as part of a team to develop an interactive Flash simulation while adhering to a set schedule
- Helped develop various web and graphic assets as needed
- Provided any help and advice I could to co-workers, both in and outside of my project team

### Web Designer

Kenan Institute for Engineering, Technology & Science; Raleigh, NC;

*Summer 2004 – Spring 2006*

Website design and content management

- Designed and built multiple educational web-pages simultaneously while adhering to tight schedules
- Maintained an open and interactive dialog with clients to encourage feedback and new ideas to bolster the effectiveness of the product
- <http://www4.ncsu.edu/~nhcarty/>
- <http://www.ncsu.edu/kenan/fellows/2004/kpatel/> (in progress)
- <http://www.ncsu.edu/kenan/fellows/2004/jpritchett/> (in progress)

### Online Assignment Programmer

WebAssign; Raleigh, NC;

*Summer 2005*

Conversion of textbook problems into an interactive online assignment

- Independently worked to convert textbook physics problems into an online form. This included:
  - Making the problem interactive (in a web context)
  - Causing variation to occur in the problem to discourage cheating
  - Ensuring that the solution used for instantaneous feedback matched the generated problem.

### **Other Website Development**

- 2004: Protochips, Inc: <http://www.protochips.com/> (Site has recently been redesigned by another party)
- 2004: HuckabyJewelers.com: <http://www.huckabyjewelers.com/>
- 2003: NC State Disc Golf Club: [http://www.ncsu.edu/stud\\_orgs/discgolf/](http://www.ncsu.edu/stud_orgs/discgolf/)

### **Honors & Activities:**

- Honors: Upsilon Pi Epsilon (Computer Science), Tau Sigma Delta (Design), Dean's List Fall 2001-2005, Spring 2002-2006
- NCSU Disc Golf Club: President (2002 – 2004), Secretary (2004 – 2005), Treasurer (2005 – 2006)
- Guest lecturer at the 2005 and 2006 Digital Games Xpo: taught character creation and introductions to UnrealEd
- Charter member of the NC State chapter of SIGGRAPH
- I actively use my free time to further my 3D modeling and animation skills by creating custom content for the Unreal Tournament 2004, including one character recently submitted to Skin City (posted) and Polycount.