

Benjamin A. Leduc-Mills

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Profile:

A versatile designer with a wide range of interests and skills, and a proven track record of success in producing quality work in a variety of media (web, print, physical computing), solo and as part of a team. Excellent verbal and written communication skills, able to quickly convey the essence of complicated projects to both technical and non-technical audiences. Enjoys problem solving and finding the root cause of problems in any personal or technical situation.

Major Achievements:

- Departmental Fellowship (Full Tuition) for New York University's Interactive Telecommunications Program (2006-2008)
- Grand Prize winner of MTVU's 2006/07 Digital Incubator competition for RapHappy.com (with Matt Fargo). Initial \$30,000 grant as a finalist, plus a \$100,000 grand prize.
- Featured Project (MAPP) at 'Dance Robot Dance: An Evening with Maker Faire', Internet Week NYC, 2008
- Installation (MAPP) at the ITP Summer Gallery 2008
- Work displayed (</title>) at the Busan Art Festival in South Korea 2008
- Award for Highest Social Design Value (for Click), Yahoo! Design Expo 2007
- Highest Honors in the Major (Philosophy) from the University of California Santa Cruz, 2003.
- Benjamin F. Porter award for overall academic excellence, from the University of California Santa Cruz, 2003.

Career History:

Freelance Designer, 610 Design, 2003-Current

- Produced a variety of custom works in digital media, web design, print design, physical computing and database programming for a wide range of projects and clients.
- Produced projects using state of the art technologies, languages and software such as Adobe CS3, PHP, MySQL, Flash Media Server, Arduino Microcontrollers, FlashLite, Ajax, JavaScript, Processing, C, Java, and J2ME.
- Developed rapid prototyping skills with Woods, Metals, Plastics, Plexiglass, Foams, Cardboard, Foam-Core, Concrete, Dry Wall, and more.

Web and Systems Technologist, Eyebeam Atelier, 2007-Current

- Oversaw complete redesign for a new Eyebeam website, eyebeam.org. Built on the Drupal content management system and used heavily customized modules and theme techniques.

- Responsible for hand-coding an in-house equipment inventory database and check out system for use by tech staff and resident artists. Involves use of PHP, MySQL, CSS, AJAX, dHTML, and Javascript.
- Overhaul of online residency application system. Involves re-coding a PHP/MySQL system to include new requested functionality and features.
- Oversees, along with technical managers, the health and upkeep of all server systems. Includes installing new system software, writing shell scripts to backup important information, running analytic software, and managing server space to artists.
- Assists with gallery installations, exhibitions, and in-house tech maintenance. Includes Flash demos for visiting artworks, video editing and encoding, equipment set up and breakdown, and other technical assistance as necessary.

VP, Web Development, RapHappy.com, 2006-Current

- Responsible for creating and implementing a variety of innovative web concepts for RapHappy.com, including the use of Flash Media Server to record live user-generated audio streams straight onto the web.
- Heavily involved in the development and launch of RapHappy.com and RapHappy mobile including PHP, CSS, JavaScript, Flash Media Server, Asterisk (for phone servers), and Adobe CS3.

Qualifications/Education:

- M.P.S., Interactive Telecommunications Program (4.0 GPA), New York University (2008)
- B.A., Philosophy (Highest Honors), University of California, Santa Cruz, (2003)
- Study Abroad, Philosophy, University of Sheffield, U.K. (2001-2002)
- Extensive IT Qualifications:
Adobe CS3 (Illustrator, Photoshop, InDesign, Dreamweaver, Flash), ActionScript, AJAX, Arduino, Asterisk, C, CSS, Drupal, FlashLite, Flash Media Server, HTML, Java, J2ME, MySQL, PHP, Processing, Wordpress, MS Office.

References available upon request.