

# North Carolina Department of Revenue

## Technology Development Credits Taken

### Interactive Digital Media Credits (Article 3F)

Processed during Calendar Year 2014

<b>Taxpayer</b>	<b>Higher Education Collaboration (\$)</b>	<b>Other (\$)</b>
Beacon Technologies, Inc.	0	245
Blackwelder, Garrett N.	0	145,199
Computational Engineering International, Inc.	0	6,133
Dambach, Ellen S.	0	427
Darst, Robert S.	0	3,767
Delaney, Bryan A.	0	3,502
Dirks, Mark K.	0	8,454
Gomez, Javier	0	31,573
Hartsell, James A.	0	3,471
Jasinski, Christopher J.	0	26,236
Kaplan, Leonard	0	24,503
Klingman, Justin K.	0	1,694
Long, Charles L.	0	44,791
Myers, James D.	0	3,775
Park, Christopher M.	0	1,015
Scaramuzzo Jr., John J.	0	5,980
Shepherd, Brandon	0	176,400
Stevens Interactive, Inc.	0	18
Third Track, Inc.	0	1,396
Ubisoft, Inc.	0	5,903
Vicious Cycle Software, Inc.	0	7,239
Wong, Jen P.	0	15,694
Wood, Francis M.	0	2,480
<b>Total Credits Taken</b>	<b>0</b>	<b>519,895</b>

C-Corporations that take income tax credits must reduce the amount of credit in accordance with G. S. 105-130.5(a)(10). This adjustment decreases the total credits taken from the amount shown above by \$1,425.

**Source: Revenue Research Division, North Carolina Department of Revenue**

**Procedural Notes: Information from taxpayer returns, including taxpayer errors and omissions, is shown as reported. All returns are subject to audit. Affiliated taxpayers are reported individually.**