

# Corey James Comstock

*Grounded in engineering, sparked by artistry, enlightened by experience, a full-service content creator channeling project appeal through a comprehensive knowledge of design and an arsenal of illustration skills.*

## Experience

**2021 – Present – Engineer Design Checking & Technical Illustrator**  
**Northrop Grumman** - Saint Augustine, Florida

- A10 Warthog attack aircraft
- E2 Hawkeye surveillance aircraft

**2019 – 2021 – Webmaster and Digital Outreach**  
**Flagler Humane Society** – Palm Coast, Florida  
*Speaking of Animals Radio Show / Non-Profit of the Year*

**2000–2019 – Artist, Animator & Designer**  
**Comstock Arts** – Irvine, California / Saint Augustine, Florida  
*Lego Alpha Team / Warpath: Jurassic Park / Blackwater*

**1982 – 1993 / 2006–2009 – Creative Director & Project Manager**  
**PACE** (Pacific Advanced Civil Engineering) – Fountain Valley, California  
*Waveyard Surf Park / The Westin Maui / Kelowna Waterfront Park*

**2002–2006 – Creative Director**  
**Teknik Digital Arts** – Newport Beach, California  
*Fear Factor / Anidragons / Phil Michelson Golf*

**1995–2000 – Senior Animator**  
**DreamWorks SKG** – Universal City, California  
*The Lost World: Jurassic Park / Shrek*

## Education

**Mercer University, Macon, Ga.**  
Fine Arts, Math, and Creative Writing.  
School Illustrator, City Newspaper Illustrator  
CLEP (College Level Examination Program) – 2 years college credit.

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## Awards

- **Academy Award**  
Best Animated Feature  
*SHREK* – 2002
- **Non-Profit of the Year Award**  
*Flagler Humane Society* – 2020
- **Creative Excellence Award**  
*Corey Comstock* – 2007
- **Video Game of the Year**  
(Honorable Mention)  
*Heart of the Alien* – 1994

## Expertise

Project Management • Animation • Illustration • Web Design • Graphic Design • Events & Marketing • Game & Edutainment Design • Creative Writing • Design Drafting & Engineering • Technical Illustration • Scripting, coding, programming

## Proficiency

Mac OS • Windows • SGI • UNIX • DOS • 3DS Max • AutoCAD • CAD • TeamCenter Unified Lifecycle • Siemens NX • Capital Software (Logic, HarnessXC, Library, Symbol) • IsoDraw • Alias • Wavefront • Softimage • Adobe Creative Cloud: Photoshop, Premiere, After Effects, Animate, Dreamweaver, Illustrator, InDesign, Audition, Encore, Media Encoder, Acrobat • Microsoft Office: Word, Excel, Project, Outlook, PowerPoint • Programming: Actionscript • Javascript • HTML • CSS • VBA • PHP • Knowledge Fusion

## Selected Projects



**A10 Warthog attack aircraft** – Modernization of workhorse fighter jet including Capital Logic & Harness XC, NX modeling with Check-mate & Knowledge Fusion, Library Military Spec parts creation & maintenance, Legacy design drafting.

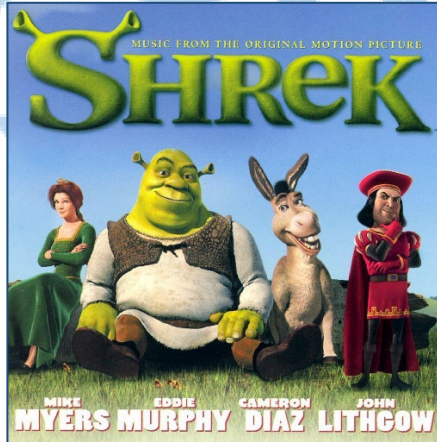


**E2 Hawkeye Surveillance Aircraft** - Illustration of installation, removal, and maintenance procedures for all aspects of this aircraft. 3d model creation and clear and concise informational data sets for ease of maintenance in an attractive and easy-to-grasp manner.



**Flaglerhumanesociety.org** – 154 pages of unique HTML, CSS and PHP design, asset creation, and coding. Lightbox Gallery, HTML Forms with PHP handling and database harvesting, reCAPTCHA and Google Search, professional SLR photography of all events, staff, donors and rescue animals.

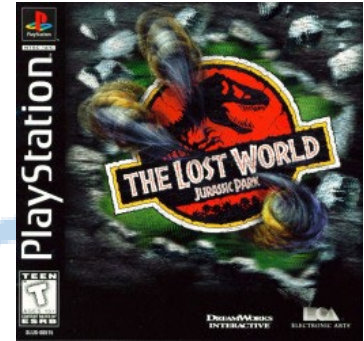
**Heart of the Alien** - Stories, storyboards, puzzles, character designs and animations to sequel the award-winning Out of this World video game. Rotoscope action, challenging compression techniques, developing storyline.



**SHREK** - Concept modeling, animating, lip-syncing, performance-acting to soundtracks by Chris Farley and Eddie Murphy. Spearhead technical and creative issues, blue-sky design, group think tanks, raw thumbnail concepts, state-of-the-art technology, and team building with world class professionals.



**Lego Alpha Team** - Character animator and implementer of most of this video game's characters. Multiple unique personalities walking, running, climbing, swimming, and interacting with environment key elements.



**The Lost World: Jurassic Park** - Character creation, modeling and animating of all player characters in this Steven Spielberg project. The most responsive and visually realistic real-time playable characters of any computer game to its date.



**The Westin Maui** - Artistic conceptualizations and engineering designs for one of the world's largest leisure pools and natural fish and fowl habitats. Design-development drawings, scaled working models, construction drawings, calculations and specifications.



**Kelowna Waterfront Park** - Project manager and leading-edge design for boating lagoon/lock system, the centerpiece of a planned community. Boat lock designs interfacing Lake Okanagan with remote activation and minimum maintenance.

*Additional Game Projects:* Fear Factor DELIrium, Phil Michelson Golf, Tai Fu, Virtual Life, Battle Chess, The Lost Vikings, SimEarth, Anidragon, Starfleet Academy, Warpath: Jurassic Park.

*Authored Books:* Blackwater, Turtle Island, Minimal Criminals, Hip Harry Outside the Box.

*Animated Films:* Appearances, Go Out and Play, Woody and the Girl with the Pink Chainsaw.