

# Corey James Comstock

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

## Experience

**2021 – Present** – *Technical Illustrator*

**Northrop Grumman** - Saint Augustine, Florida  
*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*

**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*

**1993–1995** – *Lead Artist*

**Interplay Productions** – Irvine, California  
*Heart of the Alien / Star Trek - Starfleet Academy / Stonekeep*

## 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.

## Expertise

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

## Proficiency

Mac OS • Windows • Android • SGI • UNIX • DOS • 3DS Max • AutoCAD • CAD • TeamCenter Unified Lifecycle • Siemens NX • IsoDraw • Alias • Wavefront • Softimage • Adobe Creative Cloud: Photoshop, Premiere, After Effects, Animate, Dreamweaver, Illustrator, InDesign, Audition, Encore, Media Encoder, Acrobat • Anvil Studio • Cakewalk • Microsoft Office: Word, Excel, Project, Outlook, PowerPoint • Programming: Actionscript • Javascript • HTML • CSS • PHP • VBA



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## Awards

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

## Selected Projects

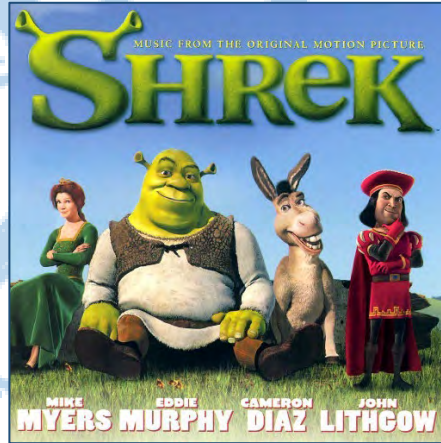


**Advanced Hawkeye Surveillance Aircraft** - Illustration and collaboration of installation, removal, and maintenance procedures for all aspects of this aircraft. Create 3d models to illustrate clear and concise informational data sets for ease of maintenance in an attractive and appealing manner.



**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

**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** - Visual Development  
Concept modeling, animating, lip-synching, 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 game player characters. This was the most responsive, yet visually realistic real-time playable characters of any computer game to 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 and working models, construction drawings, calculations and specifications.



**Kelowna Waterfront Park** - Project managed and designed leading-edge boating lagoon/lock system, the centerpiece of a planned community. Boat lock designs interfacing Lake Okanagan with push-button activation and minimum maintenance.

**Warpath: Jurassic Park** - Game designer, animation director and character creator of animated battling dinosaurs. Intricate interaction of real-time animation including contact moves, grappling, wrestling, and tearing each other up. Fast-paced milestones and intricate coordination across multiple teams.