# 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.*


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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

**Northrop Grumman BRAVO Awards (4)**
Exceptional Performance
Corey Comstock - 2022- 2026

## Experience

2021–2026 *Engineer Design Checking & Technical Illustrator*
**Northrop Grumman** – Saint Augustine, Florida
- Technical illustration, CAD, 3d Modeling for E2 surveillance aircraft.
- Modernize, CAD, 3d modeling, Capital software - A10 attack aircraft.

2019–2021 *Webmaster, Digital Outreach, Public Broadcasting*
**Flagler Humane Society** – Palm Coast, Florida
- Web and graphic design for marketing, fundraising, & events.
- Donor database management and harvesting.
- Host, write, record, edit, and market weekly radio show for WNZF.

2000–Present *Artist, Animator, Writer & Designer*
**Comstock Arts** – Saint Augustine, Florida
- Created, developed, modeled & animated multiple projects.
- Authored several novels utilizing diverse writing & artistic skills.

1982–93/2006–09 *Creative Director & Project Manager*
**PACE** (Pacific Advanced Civil Engineering) – Fountain Valley, California
- 3d, 2d animations, visualizations, marketing, innovative presentation.
- Designed, engineered, project managed countless design-build projects.

2002-2006 *Creative Director*
**Teknik Digital Arts** – Newport Beach, California
- Designed, created, and produced multiple intellectual properties.
- Managed IP licenses and products.

1995-2000 *Senior Animator*
**DreamWorks SKG** – Universal City, California
- Conceptualized, modeled, rigged and animated characters for major projects like The Lost World, Jurassic Park and SHREK.

1992-1995 *Lead Artist*
**Interplay Productions** – Irvine, California
- Created 2d & 3d artistic assets for numerous video game projects.

## Education

Mercer University, Macon, Ga.
Fine Arts, Math, and Creative Writing. 2 years college credit.

## Expertise

Project Management • Animation • Illustration • 3d Modeling • Character Concept Design • Character Rigging • Texturing • Web Design • Graphic Design • Events & Marketing • Game & Edutainment Design
Creative Writing • Design Drafting & Engineering • Technical Illustration • Scripting • Coding • Programming

## Proficiency

Mac OS • Windows • MS Teams • 3DS Max • AutoCAD • CAD • JIRA • TeamCenter • 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

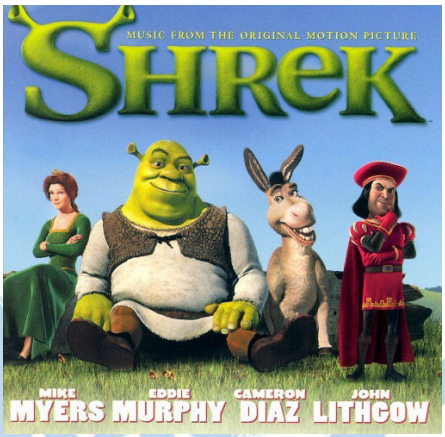
## Selected Projects

***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 HTML, CSS and PHP design, asset creation, coding. Gallery, HTML Forms, PHP handling, database harvesting, reCAPTCHA, Google Search, photography of events, staff, donors and rescue animals.

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




***SHREK*** - Concept modeling, character modeling/rigging, animating, lip-syncing, performance acting to Chris Farley and Eddie Murphy. Solve technical and creative issues, thumbnail concepts, collaborate 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 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 designer for leading edge boat lagoon/ lock system, planned community centerpiece. Lock designs interface Lake Okanagan with remote activation.

*Additional Game Projects:* Fear Factor DELIrium, Phil Michelson Golf, Tai Fu, Virtual Life, Battle Chess, The Lost Vikings, SimEarth, Anidragon, Star Trek 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.