

# Christopher Hosken

Bournemouth, UK | P: +44 (0)7393979912 | hoskenchristopher@gmail.com

## EDUCATION

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### BOURNEMOUTH UNIVERSITY

BA Computer Animation Technical Arts

Level 5

Relevant Coursework: Software Engineering; Pipeline Tools; Modelling; Texturing; Rigging; Animation; Simulation; Lighting; Rendering; Compositing

Bournemouth, UK

Expected June 2026

## WORK EXPERIENCE

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### BFX FESTIVAL (volunteer)

Volunteer

Bournemouth, UK

2023, 2024

- Assisted Masterclass talks by solving technical issues.
- Accommodated speakers by showing them their rooms.
- Designed the programme schedule.

### BOAP STUDIOS (online volunteer)

Producer, Director

Remote

Mar 2019 – Apr 2021

- Co-wrote and directed projects.
- Led teams of artists throughout all aspects of production, managing conflict and solving pipeline issues.
- Led R&D on a facial motion capture plugin for Blender.

## UNIVERSITY PROJECTS

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### BFX GAME JAM - WINNERS (Deserted Duo) (team of 5)

October 2024

- Rigged and animated characters using Blender, and developed an interactive ragdoll system and an ocean shader in Unity.
- Bug fixing in C# and solving merge conflicts in Git.
- Atmospherics, lighting, and camera work in Unity.
- 1st Place Prize (out of 18 teams)
- Awarded Best 3D Art and Best Mechanics (out of 18 teams).

### NCCA RENDERFARM TOOLS

June 2024

- Designed and implemented a cross-platform application to manage users' storage on the NCCA render farm. Written in Python using PyQt over a month.
- Enabled users to easily submit their Maya and Houdini projects to the NCCA render farm.

### BU ENVIRONMENTAL SUSTAINABILITY CODE JAM (team of 5)

Feb 2024

- Modelled and textured buildings in Blender; developed the front-end interface for the game using Unity in a 7-day code jam
- Awarded Most Visually Appealing (out of 8 teams)

### TEEMILL & CLICKASNAP CODE JAM (team of 5)

Nov 2023

- Developed the front-end interface for the application using HTML, CSS, Python and Flask in a 7-day code jam.
- Awarded Technical Innovation (out of 7 teams)

## ACTIVITIES

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### CHRISTIAN UNION

Technician

Bournemouth, UK

May 2024 – Present

- Managed the audio and visual tech for the society.
- Experimented with more efficient ways to set up tech for non-technical members.

## ADDITIONAL

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**Technical Skills:** Advanced in Python, Java, C, C++, C#, Javascript, HTML/CSS; Proficient in VEX, MEL, Kotlin

**Known Software:** Blender, Houdini, Maya, Substance Painter, Nuke, Unity, Unreal Engine, DaVinci Resolve, Qube, USD

**Languages:** Fluent in English; Conversational Proficiency in French

**Awards:** TACGA Beyond Animation 2023 Official Selection, BFX 2024 Game Jam Winners