

Christopher Hosken

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EDUCATION

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

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

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

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

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