

# Christopher Hosken

## Generalist TD

Hey! I'm Christopher Hosken, an aspiring Generalist TD currently studying Computer Animation at Bournemouth University. I love all aspects of the VFX/Animation pipeline and am adaptable and willing to fit multiple positions. I am passionate about all things tech and am currently exploring Artificial Intelligence, Web Applications, and all things USD! I am currently looking for TD roles in pipeline, FX and R&D.



+ 44 739-397-9912



hoskenchristopher@gmail.com



cjhosken.github.io



christopher-hosken



## Experience



### ELECTRIC THEATRE COLLECTIVE

R&D Intern

London, UK

June 2025 - September 2025

- Responsible for FX elements on live projects
- Developed user-friendly AI tools for motion capture and camera tracking
- Built a web app to rent AWS machines for rendering
- Integrated Blender into ETC's pipeline



## Featured Work

### GRAVI

Non-Linear USD Hydra Render Delegate for Black Hole rendering.

May 2025

### BFX GAME JAM (WINNERS)

Two-player puzzle game that requires swapping out keyboard control blocks.

May 2025



## Skills



### Other Software / Tools:

git, npm, Docker, rez, VEX, MEL  
ComfyUI, Qube, Davinci Resolve, Premiere Pro  
Karma, Arnold, V-Ray, Renderman

### Soft Skills:

Leadership Initiative  
Communication  
Problem Solving

### Other Skills:

French (Niveau B1)  
Audio Tech  
Graphic Design  
Calculus, Statistics, Physics



## Education



**BOURNEMOUTH UNIVERSITY**  
BA Computer Animation Technical Arts  
Level 6

Bournemouth, United Kingdom  
Expected June 2026