Christopher Hosken

Bournemouth, UK | P: (+44) 07393979912

cjhosken.github.io | hoskenchristopher@gmail.com | linkedin.com/in/christopher-hosken

ABOUT

Computer Animation Technical Arts student and aspiring Generalist TD at Bournemouth University with extensive knowledge in the CG/VFX pipeline. Experienced in Modelling, Surfacing, Rigging, Scripting, Animation, FX, Lighting, Rendering, and Compositing, I can adapt to various roles as needed. My primary tools are Houdini, Maya, Substance Painter, and Nuke. I am also proficient in Blender and DaVinci Resolve, and I am currently exploring how to integrate a USD pipeline. With a passion for all things CG, I am very self-motivated and always strive to do my best with what is given to me. I also believe in collaboration and thrive in diverse groups of people, all working towards a common goal. I am currently seeking TD and software development roles where I can utilise my technical skills.

EDUCATION

BOURNEMOUTH UNIVERSITY   Bournemouth, United Kingdom
BA Computer Animation Technical Arts   Expected November 2026
Level 6

Relevant Coursework: Software & Pipeline; Asset Creation; Rigging; Animation; Simulation; Lighting; Rendering; Compositing

CHIANG MAI INTERNATIONAL SCHOOL   Chiang Mai, Thailand
Primary & Secondary Education   August 2010 - June 2023
GPA: 3.83 (unweighted)

Relevant Coursework: AP Computer Science (5), AP Calculus AB & BC (5, 4), AP Statistics (4), AP Physics 1 & 2 (4), AP 2D
        Art & Design (3), Student Council Vice President

WORK EXPERIENCE

ELECTRIC THEATRE COLLECTIVE   London, UK
R&D Intern   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

BFX FESTIVAL (volunteer)   Bournemouth, UK
Volunteer   2023, 2024
- Assisted Masterclass talks by solving technical issues.
- Accommodated speakers by showing them their rooms.
- Designed the programme schedule.

PROJECTS

GRAVI   Jan 2025
- Wrote a USD Hydra delegate in C++ with multiple AOV passes.
- Designed a non-linear raytracing algorithm for rendering gravitational objects.
- Developed a desktop application interface in C++ with Qt.

BFX GAME JAM - WINNERS (Deserted Duo) (team of 5)   Oct 2024
- Designed a two-player puzzle game that requires users to swap out controls to navigate a map.

- 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.
- Enabled users to easily submit their Maya and Houdini projects to the NCCA render farm.

TEEMILL & CLICKASNAP CODE JAM (team of 5) Nov 2023
- Worked with a team to create a web-based application that utilised generative AI to create t-shirt designs that could be viewed in AR.
- Developed the front-end interface for the application using HTML, CSS, Python, and Flask in a week-long code jam.
- Awarded Technical Innovation (out of 7 teams)

ACTIVITIES

CHRISTIAN UNION Bournemouth, UK
Technician May 2024 – May 2025
- 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, npm, Vite, Typescript
Known Software: Blender, Houdini, Maya, Substance Painter, Substance Designer, Nuke, Mari, Katana, PfTrack, ComfyUI, Unity, Unreal Engine, Qube, USD, Adobe Premiere Pro, DaVinci Resolve, Rez, Docker
Languages: Fluent in English; Conversational (B1) French (DELF)
Awards: TACGA Beyond Animation 2023 Official Selection, BFX 2024 Game Jam Winners
Hobbies: Basketball, Guitar, Painting, Cycling, DIY Engineering, Cooking, Climbing, Sport, Music