

# Christopher Hosken

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## 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**  
BA Computer Animation Technical Arts  
Level 6

Bournemouth, United Kingdom  
Expected November 2026

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



**CHIANG MAI INTERNATIONAL SCHOOL**  
Primary & Secondary Education  
GPA: 3.83 (unweighted)

Chiang Mai, Thailand  
August 2010 - June 2023

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**  
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

**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.

## 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

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### 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

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**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