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 with Blender and DaVinci Resolve and 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 looking for TD and software development roles where I can contribute my technical skills.

EDUCATION

BOURNEMOUTH UNIVERSITY — Bournemouth, United Kingdom
BA Computer Animation Technical Arts — Expected June 2026
Level 5
Relevant Coursework: Software Engineering; Pipeline Tools; Modelling; Texturing; 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

WEB DESIGN (student contact) — Bournemouth, UK
Front-end developer — 2024, 2025
- Designed a responsive front-end web application using HTML, CSS, and JS.

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.

BOAP STUDIOS (online volunteer) — Remote
Producer, Director — Mar 2019 – Apr 2021
- Co-wrote and directed projects.
- Led teams of volunteer artists throughout all aspects of production, managing conflict and solving pipeline issues.
- Led R&D on a facial motion capture plugin for Blender.

PROJECTS

HDTEMPLATERENDERER — Jan 2025
- Wrote a USD Hydra delegate in C++ with multiple AOV passes.
- Works in both usdview as well as Houdini

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 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
- Created an environmentally friendly game that works on touch devices.
- 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
- Worked with a team to create a web-based application that utilises generative AI to create t-shirt designs which could be viewed in AR.
- 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 Bournemouth, UK
Technician 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, npm, AstroJs
Known Software: Blender, Houdini, Maya, Substance Painter, Nuke, Mari, Katana, Unity, Unreal Engine, DaVinci Resolve, Qube, USD
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