

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.



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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)

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

November 2024



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, UK
Expected June 2026