

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

May 2025

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

BFX GAME JAM (WINNERS)

November 2024

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

Skills



Other Software / Tools:

git, npm, Docker, rez, VEX, MEL
ComfyUI, Qube, DaVinci Resolve, Premiere Pro
Karma, Arnold, VRay, 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