

**Tim Stockman**  
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[Portfolio](#) | [LinkedIn](#) | [YouTube](#)

## Education

**University of Michigan**, Ann Arbor, MI  
*Film, Television, and Media*, BA

**Graduation:** Dec 2022  
**GPA:** 3.45

## Work Experience

**Blizzard Entertainment** - *Content Creator, Capture Artist* - Remote

**Sep 2024 - March 2026**

- Followed guidelines given by producers to provide varied choices of high-quality footage for advertisements.
- Used debug commands to access the free camera and adjust scenes for maximum cinematic effect.
- Mostly given open-ended tasks which required completely independent thinking.
- Frequently communicated with game developers to access and debug work-in-progress content.
- Occasionally directed and filmed group capture scenes.

**Sawhorse Productions** - *Capture Artist* - Remote

**Jul 2024 - Sep 2024**

- Captured footage in 28 different Roblox games for use in advertising.
- Controlled free camera live, while considering best angles on the fly as actors played out scenarios.
- Directed several scenes when the capture lead was unavailable.

**Player One Trailers** - *Junior Game Capture Artist* - On-site

**May 2023 - May 2024**

- Captured and directed high-impact in-game footage for major video game marketing campaigns of Pacific Drive, Ark: Survival Ascended, Path of Titans, and more.
- Work featured on official Xbox and PlayStation channels with 600,000+ total views.
- Collaborated with Forbes 30 Under 30 Gage Allen in a company which has amassed millions of views and over 270 awards, including Best Creative Agency of the Year and Best Independent Agency of the Year. Such projects include Baldur's Gate 3, Stellaris, Wyrdsong, Pistol Whip, Divinity: Original Sin II, and more.
- Excelled in multiple roles including lead acting, directing, cinematography, and RED camera operation. Commended for significantly enhancing the studio's creative output.
- Wrote, directed, acted in, filmed, and edited unreleased practice trailers using Player One's unique methods. Praised for the quality of my unreleased work and the speed at which I integrated preferred techniques.

**WarGaming** - *Contract Capture Artist and Video Editor* - Remote

**June 2022 - Nov 2023**

- Conceptualized, designed, and edited compelling video content for game releases, working remotely with cross-functional teams to align visual storytelling with strategic marketing goals.
- Managed a range of projects from concept through to final cut, incorporating both live action and game engine footage to craft engaging narratives.

## Relevant Project Experience

**YouTube Content Creator** - *Timachinima Cinema* - YouTube

**April 2016 - Present**

- Developed a dedicated global following of over 50,000 subscribers and 7,200,000+ total views through original cinematic content created using video game engines.
- 10 years of producing an extensive portfolio of video game cinematics and films incorporating professional voice actors and advanced cinematic techniques. Leads a virtual team of actors and contributors, fostering a collaborative community environment.
- Community Contributor of the video game World of Tanks with over 160,000,000 registered players.

**Unity Short Film Production** - University of Michigan

**Sep 2022 - Dec 2022**

- Created virtual scenes in Unity for popular Pakistani comedian [Swineryy](#) with nearly 200,000 followers.
- Collaborated with other students to integrate individually developed scenes into a single film.
- Subsequently crafted a personal independent short film from scratch in Unity as the final project.

**Live Action Short Film Production** - University of Michigan

**Jan - March 2020**

- Worked with student peers on pre-production, production, and post-production of a creative short film project.
- Utilized high-end equipment from the school's film equipment room to create live action scenes.

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**Honors and Activities**

Featured in Livestream of World of Tanks Official YouTube Channel

University Honors Designation Award, University of Michigan

Summa Cum Laude, Dakota High School

English Student of the Year Award, Dakota High School

**January 2021**

**May 2019, December 2020**

**June 2018**

**September 2017 - June 2018**