

# John Stolzle

AmbientArtstyles.com  
John@ambientartstyles.com

## PROFESSIONAL INTERESTS

I bring a harmonious blend of scientific rigor and artistic finesse to my design and implementation as a professionally trained scientist and full-time interactive sound designer. Through audio, I bring life to picture and games and support storytelling - that's what it is all about for me.

## PROJECT PROFICIENCIES

- Field Recording, Foley, Synthesis, Mixing
- Troubleshooting, Debugging, Playtesting
- Global Audio Design & Documentation
- Wwise Audio Implementation
- Team Leadership & Communication
- Project Management with Jira & Notion

## TECHNICAL SKILLS

**Audio & Engines:** Reaper, Ableton; Unreal & Unity; iZotope RX, FabFilter; Soundminer; Eurorack, VCV.

**Implementation, Scripting, and Programming:** Wwise, FMOD, Blueprints, Python, C#, MaxMSP, Pure Data.

**Project Management & Documentation:** Jira, Notion, Slack, Trello, Airtable, MS Suite, GitHub, Bitbucket, L<sup>A</sup>T<sub>E</sub>X.

**Languages:** English: Native      Portuguese: Fluent      Spanish: Basic

## PROFESSIONAL EXPERIENCE

**Sound Designer** 2023 - Present

*Ception*

- I utilize Reaper and the ASM Hydrasynth to create ambient audio and Sfx for the game. I am using a technique called layercake audio design to iteratively develop ambiances and music with stylized stingers and Sfx.

**Senior Sound Designer** 2023 - Present

*Sunn Games - Light Odyssey*

- As a senior sound designer on the team, I record original audio and use Reaper to develop unique suites for 8 bosses, Bandi (player character), and Sfx and ambiances for all game mechanics and biomes. Design, mixing, and mastering for trailers. Translation from Korean to English for gameplay & promotional material.

**Sound Designer** 2023 - Present

*Beyond Skyrim: Expedition to Atmora & Roscrea*

- I develop creature sounds (e.g. Ice and Undead Mammoths and Rhinos), environmental ambience, and general audio assets for two Beyond Skyrim teams.

**Project & Audio Director** 2021 - Present

*Glazed Games Studios*

- I lead an international volunteer studio of 41 devs across art, narrative, design, coding, marketing, & audio depts.
- Direct voice actors & music; design Sfx and ambiances; implement all assets, with 250 lines of dialogue.
- Coordinate development schedules and cultivate a positive atmosphere of support and a growth mindset.

**Programs Director** 2021 - Present

*Jovial Concepts*

- Coordinate 9 staff to support educational programming; budget management, hiring, training, grant reporting.

**Food Systems & Hort. Extension Educator | Statewide Grow&Give Team Lead** 2018 - 2021

*Colorado State University*

- Directed and developed *Grow & Give* during Covid - a novel statewide modern victory garden for Colorado, USA. We partnered with over 100 independent hunger relief organizations, supported 600 registered gardens, and coordinated 50k lbs of produce donations in 2020.

**Special Programs Radio Producer & Host (Kiwi Classics)** 2013 - 2014

*KJHK 90.7, University of Kansas*

- Produced and hosted a live weekly show, and connected with the New Zealand Music Commission. Responsible for brand development, recording ads, digital content creation, and live FM & Online broadcast.

## EDUCATION

**Master of Science** Universidade Federal de Santa Maria, Brasil

*2015-2017*

**Bachelor of Arts** University of Kansas, USA

*2009-2014*

### Professional & User Communities

Game Audio Slack

Field Recording Slack

Airwiggles

Wwise Wwizards & Wwitches

### Hobbies

Backpacking

Baking

Board Games

Synthesizers!

## AWARDS & HONORS

Oct. 2020 · Distinguished Team Award - Grow & Give (Colorado State University)

Oct. 2014 · PAEC – Postgraduate Research Grant, Brazil (OAS-GCUB)

Feb. 2014 · Ruben Zadigan Research Scholarship (KU, dept. EVRN)

May 2014 · Global Awareness Program Certificate (KU, Office Int'l Programs)

May 2014 · Research Experience Program Certificate - *Environmental Studies* (KU, CUR)

May 2013 · Research Experience Program Certificate - *English* (KU, CUR)

May 2013 · Research Experience Program Certificate - *Film & Media Studies* (KU, CUR)