

John Stolzle

AmbientArtstyles.com
John@ambientartstyles.com

PROFESSIONAL INTERESTS

I bring a harmonious blend of scientific rigor and artistic finesse to game audio production, implementation, and sound design as a professionally trained scientist and full-time interactive sound designer. Through audio development, I get to infuse picture and games with vibrant life. Supporting storytelling through the creation of incredible audio environments is what it's 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 & Codecks

TECHNICAL SKILLS

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

Implementation, Scripting, and Programming: Wwise, FMOD, MetaSounds, Python, Pure Data.

Project Management & Documentation: Jira, Notion, Trello, Miro, Codecks, Airtable, GitHub, Bitbucket, L^AT_EX.

Languages: English: Native Portuguese: Fluent Spanish: Basic

PROFESSIONAL EXPERIENCE

Sound Designer 2023 - Present
Ceplion

- 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 ambiences 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 ambiences for all game mechanics and biomes. Design, mixing, and mastering for trailers. Translation from Korean to English for 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 ambiences; implement all assets, with 250 lines of dialogue.
- Coordinate development schedules and cultivate a positive atmosphere of support and a growth mindset.

Director of Programs 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

- Managed a university-county horticulture department; and 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 (Volunteer Admin Team)
Wwise Wwizards & Wwitches

Hobbies

Backpacking
Baking
Board Games
Synthesizers!

AWARDS & HONORS

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

Our team received this award for spearheading the innovative statewide Modern Victory Garden program *Grow & Give* across Colorado during the Covid-19 lockdowns.

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

Two year scholarship to conduct graduate research and enroll in programs at the Universidade Federal de Santa Maria in Brasil.

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

Grant for the support of independent undergraduate research.

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

Awarded to students who have demonstrated a heightened degree of global engagement through their academic and co-curricular involvement. I contributed to international student initiatives during three years at the University of Kansas.

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

Awarded for my undergraduate thesis and two talks at the University of Kansas' Undergraduate Research Symposium: *The Digital Medium: Evolving Pedagogies* and *Economics of GMOs*.

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

Awarded by the Center for Undergraduate Research for an original 60 page screenplay *Red Drought*.

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

Awarded for independent directed study films *Savanna* and *Objectivity In The Time of GMOs*.