

# John Stolzle

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## PROFESSIONAL INTERESTS

Interactive Sound Designer and Audio Coordinator with 10 years of experience as a director managing departmental programs and projects and 5 years in media and games. As a professionally trained scientist and full-time producer, I bring a harmonious blend of scientific rigor and artistic finesse to game audio production. 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
- Implementation: Wwise, FMOD, MetaSounds
- Project Management with Jira & Codecks
- Team Leadership & Communication

## 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<sup>A</sup>T<sub>E</sub>X.

**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 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 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.

**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)

Full tuition and stipend 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 awarded for the support of independent undergraduate research.

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

Recognition for demonstrating exceptional global engagement through academic pursuits and co-curricular activities with active participation in international student initiatives over three years at the University of Kansas. I led onboarding programs and cultural excursions among many other events.

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

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

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

Awarded for writing a feature-length screenplay titled *Red Drought* & accompanying treatment recognized for outstanding merit and creativity.

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*.