

# John Stolzle

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## PROFESSIONAL INTERESTS

I am an Interactive Sound Designer and Production Manager with over 10 years of directing experience and 5 years in media and games. I bring a unique blend of scientific rigor and artistic creativity to game audio production and leverage my strong background in scientific research and experience leading statewide programs to drive timelines, manage budgets, communicate with teams, and deliver high-quality audio assets to craft immersive audio environments that tell compelling stories.

## TECHNICAL SKILLS

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

**Implementation and Programming:** Wwise, FMOD, MetaSounds & Blueprints, Python, Pure Data.

**Project Management:** Jira, Notion, Codecks, Airtable, Miro, GitHub, Bitbucket, SCM/UnityVersionControl, L<sup>A</sup>T<sub>E</sub>X.

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

## PROFESSIONAL EXPERIENCE

**Interactive Sound Designer & Audio Engineer** 2023 - Present

*Sunn Games - Light Odyssey*

- Create original SFX and Ambiences for 11 unique bosses and world environments in Reaper.
- Using Unity Version Control and custom programming tools, I implement all game audio in Unity.
- Mix and balance Music, Ambience, and SFX for gameplay, and provide audio for trailers.

**Project & Audio Director** 2021 - Present

*Dream Matter Labs*

- I lead an international volunteer studio of 10 developers across art, narrative, design, coding, marketing, & audio depts.
- Coordinate development schedules; Direct voice actors & and music composition; cultivate a positive team environment.
- Design SFX and Ambiences, and implement all audio assets in Unreal using MetaSounds and Blueprints.

**Sound Designer** 2023 - Present

*Ceplion*

- Create a unique audio identity with original AMB, MUS, SFX, DG assets using the ASM Hydrasynth and field recording.

**Director of Programs** 2021 - Present

*Jovial Concepts*

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

**Sound Designer** 2023 - 2024

*Beyond Skyrim: Expedition to Atmora & Roscrea*

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

**Project Director & Interactive Sound Designer** 2021 - 2024

*Glazed Games Studios*

- I led a volunteer studio of 41 developers to produce a group portfolio project.
- Recorded original audio and implemented all audio assets for the project in Unity using Wwise.

**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, Brazil

2015 - 2017

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

2009 - 2014

### Professional Audio 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 Brazil.

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 writing, editing, and producing two independent directed study films *Savanna* and *Objectivity In The Time of GMOs*.