

# John Stolzle

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## PROFESSIONAL INTERESTS

I am a research scientist turned Interactive Sound Designer and Game Production Manager with over 10 years of program directing experience and 6 years in media and games. I bring a unique blend of scientific rigor and artistic creativity to game audio production, leveraging my background leading statewide programs to drive timelines, communicate with teams, and deliver high-quality audio assets. Crafting immersive audio environments that tell compelling stories is what it's all about!

## TECHNICAL SKILLS

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

**Implementation & 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*

- Using FMOD and custom tools, I implement all game audio in Unity.
- Create original Sfx and Ambiences for 11 unique bosses and world environments in Reaper.
- Mix and balance Music, Ambience, and Sfx for gameplay, provide audio for 5 trailers, maintain asset documentation.

**Project & Audio Director** 2021 - Present

*Dream Matter Labs*

- I coordinate an international volunteer studio of 12 developers across art, narrative, design, coding, marketing, & audio depts.
- Design all original Sfx and Ambiences, and implement audio assets in Unreal using MetaSounds and Blueprints.
- Lead development schedules; direct voice actors & music composition; cultivate a positive team environment.

**Sound Designer** 2023 - Present

*Ceplion*

- Create original Music, Sfx, and Ambience using the ASM Hydrasynth & field recording samples.

**Director of Programs** 2021 - Present

*Jovial Concepts*

- Coordinate 9 staff to support a \$400k/yr horticulture program; budget management, hiring, training, grant reporting.

**Interactive Sound Designer** 2023 - 2024

*Beyond Skyrim: Expedition to Atmora & Roscrea*

- I developed creature sounds (e.g. Ice and Undead Mammoths and Rhinos) & evrn AMB 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.
- Used Wwise to implement original audio and music in Unity.

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

*Colorado State University*

- Managed a university-county horticulture department, and created and co-directed *Grow & Give* during Covid, a novel statewide modern victory garden for the state of 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 for 2 years, and connected with the New Zealand Music Commission. Responsible for brand development, recording ads, digital content creation, and live FM and 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*.