

# John Stolzle

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## PROFESSIONAL INTERESTS

Interactive Sound Designer, Game Producer, and Program Manager with 6+ years in game development and 10+ years managing programs across complex, cross-functional teams. I prioritize communication to blend audio with visual, gameplay, and narrative cues, and am an avid field recordist and synthesist experienced with FMOD, Wwise, Unreal, and Unity audio engines. 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*

- Create and implement original Sfx and Ambiences for 8 unique bosses and world environments in Reaper and FMOD.
- Mix all Music, Ambiences, and Sfx in FMOD, create audio for trailers, maintain asset lists in Notion.

### Project & Audio Director

2023 - Present

*Dream Matter Labs*

- Design all Sfx and Ambiences and implement all music and audio assets in Unreal using MetaSounds and Blueprints.
- Lead an international studio of 18 developers across art, UI, narrative, design, coding, marketing, & audio depts.
- Coordinate standups & schedules; direct voice actors & music composition; support departmental work as needed.
- Cultivate a positive team environment where the team is comfortable sharing roadblocks and challenges.

### Director of Programs

2021 - Present

*Jovial Concepts*

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

### Sound Designer & Composer

2023 - 2024 hiatus

*Ceplion*

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

### Interactive Sound Designer

2023 - 2024

*Beyond Skyrim: Expedition to Atmora & Roscrea*

- 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*

- Directed a volunteer studio of 41 developers to produce a group portfolio project.
- Developed original music and Sfx, and implemented all audio assets in Unity using Wwise.

### Food Systems & Hort. Extension Educator | Statewide Grow&Give Team Lead

2018 - 2021

*Colorado State University*

- Directed and co-created Grow & Give during Covid, a novel statewide modern victory garden for the state of Colorado.
- Partnered with 100 hunger relief organizations, 600 gardens, coordinated 50k lbs of produce donations in 2020.

### Special Programs Radio Producer & Live DJ 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

Unreal Source Discord

Game Audio Slack

Field Recording Slack

Airwiggles (Volunteer Admin Team 2024)

## Hobbies

Backpacking & Field Recording

Board Games

Synthesizers!

Science! I am a published research scientist experimenting with Sourdough.

## 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*.