

# 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 cross-functional teams. I am an avid field recordist and synthesist, and am proficient with FMOD, Wwise, MetaSounds/Unreal, and Unity for game development. Audio is my art; at the end of the day, it's all about telling stories through sound and building lush environments that the audience can get lost in.

## TECHNICAL SKILLS

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

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

**Project Management:** Jira, Notion, Airtable, Miro, GitHub, Bitbucket, SCM/UnityVersionControl, Codecs, 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*

- Engineering for all audio - loudness, spatialization, and mixing for over 150 busses/groups + snapshots in FMOD.
- Create and implement original Sfx and Ambiences for 11 unique bosses and environments using Reaper and FMOD.

### Project & Audio Director

2023 - Present

*Dream Matter Labs - ONEiRA*

- Lead an international studio of 18 developers across programming, art, audio, UI, narrative, design, & marketing depts.
- Design all Sfx and Ambiences and implement 100+ Sound Sources in Unreal using MetaSounds and Blueprints.
- Coordinate standups & production schedules; direct music composition; general in-engine development support.
- Cultivate a positive environment where the volunteer team is comfortable sharing roadblocks and challenges.

### Director of Programs

2021 - Present

*Jovial Concepts*

- Direct 9 staff to support a \$600k 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 in 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!

## 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*.