

John Stolzle

AmbientArtstyles.com
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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, 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 audiences can get lost in.

TECHNICAL PROFICIENCIES

Audio: REAPER, Ableton; Soundminer Pro; iZotope RX; Eurorack, VCV Rack; FabFilter, Krotos; ASM Hydrasynth.

Engines & Implementation: Unreal & Unity; FMOD, Wwise, MetaSounds & Blueprints, Python, Pure Data.

Project Management: Jira, Notion, Airtable, Miro, Plastic SCM/UnityVersionControl, GitHub, Bitbucket, Codecks, L^AT_EX.

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, spatial, and dynamic mixing for over 200 busses/groups + snapshots in FMOD.
- Sound Design for 11 bosses and environments; Recording, mixing, and mastering for trailers and promotional media.

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 \$800k annual horticulture program; management for 12 youth and I/DD programs.
- In 2025, coordinated 2,000 volunteers & care for 600 fruit trees, 4 vineyards, 90 raised beds, and 9k lbs of produce donations.

Volunteer and Community Projects

2023 - 2024

Ceplion Hiatus

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

Beyond Skyrim: Expedition to Atmora & Roscrea

- Developed creature sounds for Ice and Undead Mammoths and Rhinos & Evrn AMB for two Beyond Skyrim teams.

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 weekly live FM and web broadcast radio show for 2 years; connected with the New Zealand Music Commission, developed radio ads and promotional materials.

EDUCATION

Master of Science Universidade Federal de Santa Maria, Brazil

2015 - 2017

Bachelor of Arts University of Kansas, USA

2009 - 2014