

# John Stolzle

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## PROFESSIONAL SUMMARY

Experienced project manager with 6 years in game development and 8 years in audio. I bring 10+ years managing complex projects which have given me deep expertise in team leadership, prioritization, and task management. Currently lead producer for an international indie project with 20 developers, managing production timelines and milestones. Proven track record of audio production for games having programmed 500 audio events with over 1000 unique SFX, and 30 snapshots as a solo audio engineer on Light Odyssey using FMOD. I am proficient in FMOD, Wwise, MetaSounds/Unreal and Unity.

## TECHNICAL PROFICIENCIES

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

**Management Tools:** Jira, Confluence, Airtable, Miro, Google Workspace, Notion, Microsoft 365, L<sup>A</sup>T<sub>E</sub>X.

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

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

## PROFESSIONAL EXPERIENCE

### Interactive Sound Designer & Audio Engineer

2023 - Present

*Sunn Games - Light Odyssey*

- Engineer all audio - loudness, spatial, and dynamic mixing for over 300 busses/groups and 30 snapshots in FMOD.
- Design audio 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 game studio of 20 developers across programming, art, audio, narrative, design depts.
- Coordinate standups & production schedules; direct game development and music composition.
- Foster a proactive communication environment, streamlining the identification and resolution of bottlenecks.

### Director of Operations

2021 - Present

*Jovial Concepts*

- Direct operational workflows for four concurrent programs with a budget of \$600K, engaging 8 staff ensuring accountability and mission-aligned resource allocation.
- Arrange and facilitate weekly team, department, and milestone review meetings to proactively identify dependencies, resolve bottlenecks, and translate stakeholder feedback into actionable development tasks.
- Continually refine production processes and leverage Airtable to optimize task tracking and team communication.

### Horticulture, Food Systems, and Plant Pathology Extension Agent

2018 - 2021

*Grow & Give, 'Give Team' Lead*

*Colorado State University*

- Led a department of 3 staff and 140 volunteers across 8 active programs, tracking progress, monitoring milestones, and facilitating scheduling to ensure alignment with high-level organizational goals and stakeholder feedback.
- Co-developed and managed the logistics for Grow & Give in 2020, coordinating a complex cross-functional pipeline across 100 partner organizations and 600 volunteers to successfully distribute 50,000 lbs of produce under tight deadlines.
- Served as the primary liaison for strategic partnerships involving university faculty, government entities, and nonprofits.

### 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 FM 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

## COMMUNITY PROJECTS

### *Community Audio Library*

*2026 Spring*

- Developed the spec, coordinated submissions, cleaned metadata; released *Equinox*, a 28GB UCS compliant audio library.

### *Ceplion*

*2022 - 2023*

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

### *Beyond Skyrim: Expedition to Atmora & Roscrea*

*2022 - 2023*

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