

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 2000 bespoke SFX assets, 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^AT_EX.

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 (FMOD & Unity)

- Audio Engineering - Loudness, spatial, and dynamic mixing for over 300 buses/groups and 30 snapshots in FMOD.
- Design audio for 11 bosses and environments; Recording, mixing, and mastering for trailers and promotional media.
- Audio Direction, documentation and task management, and implementation for all audio assets.

Project & Audio Director

2023 - Present

Dream Matter Labs - ONEiRA (MetaSounds & UE5.7)

- Lead an international game studio of 20 developers across programming, art, audio, narrative, design depts.
- Foster a proactive communication environment, streamlining the identification and resolution of bottlenecks.
- Design all SFX and Ambiences, tag animations, and implement 150+ Sound Sources using MetaSounds & Blueprints.

Composer & Sound Designer

2023 - 2024

Ceplion

- Synthesize and record bespoke audio assets including interactive music, SFX, and Ambiences from the ground up, utilizing the ASM Hydrasynth and dedicated field recording to establish a unique audio identity.

Sound Designer

2023 - 2024

Beyond Skyrim: Expedition to Atmora & Roscrea

- Developed creature sounds (e.g. Ice and Undead Mammoths and Rhinos), environmental ambience, and general audio assets for two Beyond Skyrim teams.

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, tracking program 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, built a complex cross-functional pipeline across 100 partner organizations and 600 volunteers to successfully distribute 50,000 lbs of produce.

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

Projects & Community Engagement

- *Equinox (Audio Library)* - Developed specifications, coordinated contributor submissions, curated metadata, and released Equinox Part 1 as a 28GB UCS-compliant sound effects library.
- Active member of the Field Recording Slack, Game Audio Slack, and active participant in many Game Development Communities, contributing to industry discussions and knowledge sharing.
- Airwiggles Volunteering Squad member (2024), and Sound Design Showdown and community competition participant.

Personal Interests

- Hardware Synthesis, Field Recording, Backpacking, Baking, and Board Games.

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*.