

# JOHN WAGNER-STAFFORD

PRODUCTION & AUDIO · GAMES, FILM & TV · AUDIO POST



## CORE STRENGTHS

- Production leadership & team coordination
- End-to-end spoken-word production, concept to delivery
- Dialogue, SFX, Foley & music editing
- Editorial judgment and narrative pacing
- Narrator strategy, casting & performance direction
- Mixing, mastering & technical QC
- Platform-spec delivery & distribution

## CONTACT

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Production and audio experience spanning AAA video games, film and TV post, and a media business run for nine years. At Ubisoft Montreal, I coordinated large-scale creative production teams — up to ~160 people — on titles including *Splinter Cell*, *Prince of Persia*, and *Myst*, under tight deadlines and high-pressure delivery. At Ingenium Books, I co-founded and ran the company for nine years: full P&L, budgets, a contractor team, and vendors, while also producing and mastering its podcasts and audiobooks myself.

The audio side runs deep too: dialogue, SFX, Foley, and music editing across 300+ television episodes and 10 feature films, and studio work for artists including Leonard Cohen, Céline Dion, the Bee Gees, and Pat Metheny.

I'm looking for a production or audio leadership role — in games, film, TV, or media — where I can bring both halves of that experience: the discipline to run a production, and the technical depth to understand exactly what the people doing the work need.

## End-to-End Production

### Podcast Production & Editorial Development

Long-form content from concept through publication—defining focus, coordinating guests, managing logistics, and shaping the final editorial approach. Produced and edited 100+ episodes as technical producer, then published to platforms including Buzzsprout.

### Audiobook Production & Narration Direction

Pre-production through delivery: assessing book, audience, and genre; narrator strategy and casting; directing performance; coordinating pickups; and overseeing recording through final master—traditional and immersive productions alike.

### Audio Post-Production

Raw recordings to finished masters: dialogue editing, breath and mouth-noise cleanup, pacing, pickup integration, mixing, mastering, technical QC, and platform delivery.

### Film & Television Post-Production

Hands-on across 300+ television episodes and 10 feature films—dialogue editing, SFX, Foley, music editing, conforming, and sound-supervision roles.

## CURRENT TOOLSET

Logic Pro · Avid Pro Tools ·  
Riverside · Vimeo · Loom ·  
ACX · Author's Republic ·  
Buzzsprout · SoundCloud

## DIGITAL AUDIO FOUNDATIONS

AMS/Neve AudioFile ·  
Capricorn · Logic Series ·  
DFC console automation ·  
Triconcept Scimitar

## CONTINUING STUDY

Music Interval Theory  
Academy (2021–23) · Secrets  
of Orchestration (2021)

## LANGUAGES

English · French · Spanish

## Production Leadership

### Production Management — Ubisoft Montreal

2000–2006

Coordinated large-scale AAA creative production teams — up to ~160 people — on titles including Splinter Cell, Prince of Persia, and Myst, across tight deadlines and high-pressure delivery cycles.

### Co-Founder & CFO — Ingenium Books

2017–2026

Nine years running full P&L, budgets, and a contractor team for a media business — while personally producing and mastering its full audio output.

## Systems Expertise

I work comfortably across modern audio and multimedia production workflows, including Logic Pro and Avid Pro Tools, remote recording platforms such as Riverside, video and collaboration tools including Vimeo and Loom, and publishing platforms including ACX, Author's Republic, Buzzsprout, and SoundCloud. As a product specialist on some of the industry's first commercial digital editing and console-automation systems, I worked directly with designers and engineers, then trained recording professionals across Europe and North America and demonstrated the technology at major trade shows.

## Music Background

### Also in the Background

AAA video-game production at Ubisoft Montreal (Splinter Cell, Prince of Persia, Myst)—valuable experience in large, deadline-driven creative production environments.

### Recording Engineer (Earlier Career)

Sessions for Leonard Cohen, Céline Dion, the Bee Gees, and Pat Metheny in New York and Montreal—with producers including Arif Mardin, Russ Titelman, and Ian Terry.

### Multimedia Composer (Current)

Original music for multimedia, including the score for the audiobook *Nova: The Courage to Rise* and music for a short indie film.

### Professional Musician & Live Concert Production (Early Career)

Saxophone and vocals as a professional musician; hands-on production of live music concerts.