

Chase Richardson

(503) 875-0606 | chase@chraudio.com | Los Angeles, CA

Audio specialist with a background in video games, film, and music, dedicated to creating compelling art through sound to enhance storytelling and immersion, and to emotionally move audiences across the globe. Career supported by a B.A. in Recording Arts and 10+ years of digital audio experience.

EDUCATION

Loyola Marymount University — Los Angeles, CA

B.A. Recording Arts

August 2021 – May 2025

- Graduated Magna Cum Laude with a 3.84/4.00 GPA.
- Recording Arts Student of the Year Award for academic excellence, leadership, and contributions to the program.
- Trained in sound design and recording for film, events, and entertainment.
- Activities and Societies: Ignatians Service Organization, Alpha Delta Gamma Fraternity, Delta Kappa Alpha Fraternity, eSports Club, Consort Singers Choir, and Concert Choir.

EXPERIENCE

California State Summer School for the Arts — Los Angeles, CA

Audio Technician

July 2026 – August 2026

- Directed and performed the setup, operation, and teardown of audio, visual, and event production systems for concerts, assemblies, performances, and campus events throughout the summer session.
- Recorded, mixed, and provided technical support for faculty, as well as students pursuing creative projects in music, dance, theater, creative writing, and open mic performances.
- Collaborated with faculty, performers, and student organizations to deliver excellent production quality while maintaining equipment, troubleshooting issues, and supporting artistic expression.

Highwire Games — Seattle, WA (Remote)

Audio Intern

May 2024 – December 2024

- Recognized by the Audio Director for outstanding performance and invited to extend summer internship five additional months.
- Credited for audio and sound design contributions for the early access game: *Six Days in Fallujah*.
- Communicated and collaborated with cross-disciplinary teams to meet various project deadlines.
- Expertly handled sound design, dialogue, mixing, debugging, sound implementation, and subtitles with proficiency in Unreal Engine, Wwise, Reaper, and Perforce.
- Implemented, oversaw, and kept track of databases with 1,000+ sound assets.
- Demonstrated leadership, adaptability, collaboration, and agility in a remote, fast-paced environment.

Loyola Marymount University — Los Angeles, CA

Recording Arts Teaching Assistant

August 2023 – May 2025

- Supervised studio operations in the School of Film and Television, ensuring equipment was inventoried, users were properly trained, and maintenance was to standards.
- Individually coached and instructed 100+ students in pursuit of various degrees in Film & Television.
- Demonstrated proficiency in converting complex technical information into accessible, clear, and digestible knowledge that was adjusted to student learning preferences.

Student Film Crew

September 2021 – May 2025

- Supervised, led, and earned credits for multiple specializations in 20+ film and animation projects
- Built proficiency and passion for post-production sound, production sound, music composition, and mastering.

Campus Tour Guide

August 2023 – May 2025

- Built rapport quickly with diverse audiences, consistently receiving positive feedback.
- Addressed questions and inquiries, carefully tailoring LMU brand messaging to individual interests.
- Represented the University brand and communicated its values in virtual, written, and in-person interactions.

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SKILLS

Pro Tools: 10+ years of DAW experience, with 4 years of specialization. Explicitly selected by professors to tutor and instruct students. Efficient and timely at creating, editing, recording, and mixing high-quality sounds.

Recording: 5+ years of experience in studios. Versatile with proper recording techniques and studio operations. Skilled at ADR and Foley, as well as instrument and music recording.

Communication: Record of collaborating with and engaging diverse sets of people in both professional and social settings. Has the ability to convey thoughts, feelings, and opinions effectively using an accessible, easy style.

Unreal Engine: 2+ years of experience in UE4 and UE5. Built immersive experiences for players worldwide and created personal projects. Keen understanding of key game development concepts.

Wwise: Course Certified. Over a year of consistent problem-solving and sound implementation.

Adaptability: Rapidly learns new systems and workflows. Maintains performance under change and pressure. Thrives in and quickly becomes a valuable player in fast-paced environments, as demonstrated in Highwire Games.

Problem Solving: Adept at troubleshooting operating systems, software, and complex challenges, including resolving difficult social issues. Relentless in acquiring solutions to problems and prompt in responding.

Organization: Disciplined, reliable self-starter who is motivated by commitments, the mindset of a multisport elite athlete, efficiency, and a natural predisposition for high performance. Adept at managing schedules, records, large projects, and complexity.

COMMUNITY & EXTRA-CURRICULAR

Community

- **Loyola Marymount University:** Ignatians Service Organization, 33+ hours of social justice volunteering per semester.
- **Camp Kesem (2013–2020):** Counselor in Training (CiT), University of Oregon Chapter; Speaker at Annual Fundraiser *Families Against Cancer* (2016).
- **Lake Oswego High School:** Volunteer Coach for Special Needs and Junior Varsity, Swimming and Track & Field; Camp Counselor, Junior Windjammer Choir Camp for 5–7 year olds.

Additional Creative Arts

- **Management & Administration:** Intellectual Property Filings; Gig Performance; Event Management; Video Production and Direction.
- **Music:** Professional Songwriter, Composer, Lyricist, Arranger, Vocalist, Beatboxer, multi-instrument musician; Recording, composition, performance, production, mixing, mastering, publishing, songwriting since 2020.