

Lindsay A. Vora

Technical & Design Program Manager

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SUMMARY

Technical & Design Program Manager with 20 years across audio and hardware, from sound design and DSP through device launch and maintenance. Built and led Meta's first specialized Audio QA team and its Creative Audio technical prototyping function, covering AI, Voice, Music, Wearables, AR/VR/MR, and mobile products. Deep experience in voice and audio quality standards, spatial audio, haptics, on-device interoperability, and the evaluation systems that get audio experiences shipped. Hands-on across Pro Tools, iZotope RX, FMOD, Unity, and proprietary DSP tooling.

EXPERIENCE

Uber

Sunnyvale, California • 2026–Present

Staff Technical Program Manager - GenAI

- Served as the Uber AI Solutions audio SME, influencing product strategy and roadmap while partnering with Product and Engineering to define audio technical requirements and develop DSP and audio tooling for large-scale collection workflows
- Established audio quality profiles, technical standards, and evaluation frameworks to standardize high-quality voice and audio data collection for ongoing model development
- Developed and validated DSP and ML-based evaluation tools with Engineering to automate audio quality checks and build scalable QA into the collection pipeline

Google DeepMind (Contractor via Blink)

Remote • 2025–2026

Technical Program Manager, Studio Operations

- Established evaluation frameworks, quality benchmarks, and rating methodologies to measure Gemini voice model performance and guide improvements in expressivity, pacing, conversational speech, and overall audio quality
- Optimized AI voice and audio data collection pipelines supporting Gemini integration across YouTube Labs, Google Home, and Google AI Studio, managing global vendor operations and delivery

Meta

Menlo Park, California • 2016–2025

Senior Staff Design Program Manager & Technical Producer, Creative Audio

Nov 2021 – July 2025

- Co-founded and scaled Creative Audio's technical prototyping function from 3 to 10+ contributors, managing \$1.5M+ annual OpEx and driving R&D, tooling, prototypes, and technical pipelines across AI, Voice, Music, Wearables, AR/VR/MR, and mobile products
 - Managed execution across technical audio tools and systems including Unity ProtoKit, custom SoundBoard tooling, FMOD/Horizon Runtime development, VR Shell sound design implementation, and Wearables multimodal AI
- Founded and scaled Meta's first specialized Audio QA team from 0 to 6+ analysts within one year, supporting 50+ shipped experiences across Voice, GenAI, AR/VR/MR, Wearables, and mobile products while managing \$2M+ annual OpEx and global vendor partnerships
 - Established quality criteria and evaluation strategies across UX sound design, haptics, accessibility, audio policy, and on-device interoperability; integrated testing early in product roadmaps and led regression and launch readiness for AI, Wearables, Horizon OS, Horizon Worlds, and multimodal experiences
 - Conducted in-depth evaluations of core UX, audio, and haptics systems to identify design inconsistencies and inform product and leadership decisions
- Led cross-functional design operations for Wearables AI Core UX and haptics, aligning Design, Engineering, and Product teams on first-party earcon and haptics systems while coordinating multiple concurrent features through launch

Voice AI Lead, Staff Sound Designer

Aug 2018 – Nov 2021

- Partnered with AI Research, Speech AI, and Engineering to architect scalable voice model infrastructure; co-designed a proprietary content management system supporting data ingestion, training, and deployment of 20+ voices in 8+ languages across Quest, Portal, Wearables, and mobile products

- Partnered with audio hardware and software teams to optimize voice experiences across devices, including custom DSP tuning paths, audio routing, and evaluation of prototype audio components
- Co-developed proprietary audio DSP and graph editor software with Audio Engineering and Speech AI, improving authoring workflows and voice output quality across hardware and software products
- Designed branded Assistant voice personas for multimodal products in partnership with Product Design, Conversation Design, and UXR

Senior Sound Designer

Sep 2016 – Aug 2018

- Established 2nd/3rd-order ambisonics workflows and spatial audio best practices for early 360 and immersive experiences; contributed sound design, editing, and final mix for Lost 360, Emmy Award-winning Henry 360, Dear Angelica 360, and Facebook Innovation 360 Tour
- Managed Sound Design Intern contributions to the Emmy Award-winning Wolves in the Walls cinematic VR experience

Google (Vendor via Dreamtek)

Mountain View, California • 2015–2016

Sound Engineer & Studio Manager

- Engineered and directed voice data collection sessions with professional voice talent, providing in-session performance direction and technical oversight to ensure recordings met creative, linguistic, and audio quality requirements
- Introduced process optimizations across editorial and post-production pipelines, significantly improving throughput and reducing delivery timelines

Nuance Communications

Sunnyvale, California • 2013–2014

Senior Audio Designer - Advanced Speech Design and Development

- Managed voice production timelines and i18n budgets for Apple Siri data collection across North America, Europe, and Asia, ensuring on-time delivery through effective cross-regional collaboration with engineering, linguistics, and product teams
- Engineered and directed TTS and voice recording sessions for enterprise and customer projects, directing professional voice talent and providing real-time technical guidance to ensure consistent performances and high-quality audio aligned with customer requirements

WaveGroup Sound

Fremont, California • 2006–2013

Senior Project Manager and Sound Engineer

- Recorded and implemented custom voice prompts for Jawbone Era and Jambox hardware devices; evaluated on-device sound design and haptics quality to support design reviews
- Produced and engineered music content for AAA titles such as Rock Band and Guitar Hero, providing creative direction alongside technical production

EDUCATION

Ex'pression College for Digital Arts

Emeryville, CA • 2006

Bachelor of Applied Science in Sound Arts

Program Director's Award; Mentor in the Peer Mentor Program

TOOLS & TECHNOLOGIES

PROGRAM MANAGEMENT	Jira, Confluence, proprietary task management systems, Asana, Airtable, Trello, proprietary DAM/CMS platforms, Apps Script, Quickbase, Linear, Tableau, SQL
DEVELOPMENT	Figma, ADB, CLI, GitHub, Git, Mercurial, Unity, Unreal, FMOD, Wwise, VS Code, Python
AI	Gemini, Claude, Claude Code, ChatGPT, Lovable, Codex, Figma Make, Cursor
AUDIO	Pro Tools, iZotope RX, Adobe Audition, proprietary DSP tools, Audacity, Reaper, SoX, FFmpeg, Logic Pro, WaveSurfer, MATLAB
COLLABORATION	Google Workspace, Slack, Zoom, Microsoft 365, FigJam, Mural