

Lindsay A. Vora

Technical & Design Program Manager

[linkedin.com/in/lindsayvora](https://www.linkedin.com/in/lindsayvora) | lindsayvora.com

SUMMARY

Technical & Design Program Manager with 20 years in Voice AI, spanning training data collection, model development, evaluation, and deployment. Built the data, quality, and infrastructure systems behind 20+ multilingual voice models at Meta, Gemini voice data programs at Google DeepMind, and custom Voice AI data programs at Uber. Experienced translating research and engineering requirements into collection strategies, technical specifications, quality standards, and evaluation frameworks. Voice AI product experience includes Apple Siri, Google Assistant and Gemini, Meta AI and Assistant voices, and voice products for Microsoft, Amazon, and other consumer and enterprise products.

EXPERIENCE

Uber

Sunnyvale, California • 2026–Present

Staff Technical Program Manager - GenAI

- Led custom Voice AI data programs end to end for high-profile clients, translating customer SOWs into technical requirements, collection strategies, vendor management, HITL workflows, quality thresholds, and delivery
- Served as the Uber AI Solutions audio and voice SME, influencing product strategy and roadmap while partnering with Product, Engineering, Data Science, and customer teams to define technical requirements, develop tooling, and solve complex 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
- Used Gemini to design and develop custom voice data collection scripts for agent interactions, emotion aware dialogs, and other conversational experiences, translating research and model requirements into production-ready collection materials

Meta

Menlo Park, California • 2016–2025

Senior Staff Design Program Manager & Technical Producer, Creative Audio

Nov 2021 – July 2025

- Served as Voice AI SME, providing strategic guidance across voice model development, design reviews, UX integration, dataset planning, evaluation, and scalable QA pipelines; recruited and mentored key Voice Design Lead and Conversation Designer roles to support next-generation AI voice products
- 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
- 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

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

- Built and led cross-functional teams spanning Production, QA, Engineering, and Sound Design to deliver reliable Voice AI systems, managing multiyear roadmaps from dataset development through model QA, launch readiness, and deployment
- Defined voice quality standards across human and automated QA; partnered with Engineering to develop model evaluation tooling that reduced regression risk and improved dataset and production quality
- Hired Meta's first Conversation Designer and established the TTS linguist function, defining foundational roles and workflows that scaled into dedicated voice design disciplines
- 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

Senior Sound Designer

Sep 2016 – Aug 2018

- Led technical sound design and implementation for UX interaction sounds across Facebook and Messenger mobile products

Google (Vendor via Dreamtek)

Mountain View, California • 2015–2016

Sound Engineer & Studio Manager

- Managed end-to-end studio operations for large-scale voice data collection, coordinating recording schedules and execution across voice talent, linguists, creative leads, talent agencies, and product managers
- 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

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
- Standardized and optimized IVR voice data workflows to increase scalability and throughput, supporting high-impact mobile and enterprise voice applications

WaveGroup Sound

Fremont, California • 2006–2013

Senior Project Manager and Sound Engineer

- Managed a specialized voice design production team delivering high-quality IVR and TTS voice data for major clients including Apple and Microsoft, building repeatable collection and QA workflows that held quality steady across long-running programs
- Designed and implemented scalable asset management and editing pipelines to support efficient production and iteration of 14+ localized Siri voices

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