

Lindsay A. Vora

Technical Program Manager

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

SUMMARY

Technical Program Manager with 20 years leading complex technical programs across software, hardware, and AI, from early strategy and technical requirements through launch and scale. Built and scaled teams, operational systems, QA and evaluation programs, technical tooling, large-scale data collection, and global vendor operations at Meta, Google DeepMind, and Uber, translating research, engineering, and customer requirements into programs that ship. Deep expertise in Voice AI with broad experience across the data, quality, and operational systems that support AI model development.

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
- Drove cross-functional initiatives with Supply and Fulfillment to operationalize multiple supply classes and sourcing models for data collection, annotation, and HITL workflows
- Developed schemas, metadata, and labeling architectures with Data Science for off-the-shelf and real-world call center voice datasets used for model training and licensing
- 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
- Evaluated global vendors through pilot data collections, assessing data quality, technical capabilities, operational readiness, and adherence to collection requirements to inform vendor selection and scaling decisions
- Drove end-to-end planning, execution, and reporting for AI voice and audio data programs

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
- 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
- Built and scaled an org-wide portfolio management system - intake, prioritization, capacity planning, and reporting - to 95% adoption across 100+ users, improving planning and execution across a large multidisciplinary organization
- Led the vision, development, UAT, launch, and ongoing evolution of a custom capacity management platform; translated user needs into feature requirements and engineering priorities to improve resource planning and reporting

Voice AI Lead, Staff Sound Designer

Aug 2018 – Nov 2021

- 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

- 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
- 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
- Led flagship voice feature launches, regression testing, and cross-discipline execution while delivering regular leadership updates on program status, technical risks, dependencies, and launch readiness

Senior Sound Designer

Jan 2016 – Aug 2018

- Served as DRI for prototype hardware allocation across Sound Design and QA Engineering, partnering with Technical Program Managers to coordinate device development timelines, secure cross-team resources, and resolve blockers

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
- Designed and implemented scalable audio production workflows to support complex, long-term recording programs, ensuring consistency, reusability, and alignment with evolving model 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
- Onboarded, trained, and led global vendors and contractors to drive consistent execution and uphold rigorous data quality standards for large-scale voice data deployments

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

CERTIFICATIONS

Google Cloud Generative AI Leader - Coursera

Google Cloud • Sep 2026

Google AI Professional Certificate

Google • Sep 2026

Google AI Essentials

Google • Sep 2026