SALLY SLADE

Los Angeles, CA | sallyslade@gmail.com | (310) 266-2977 | www.SallyDanger.biz

I am a veteran **XR/Avatar/VProd Developer** with **Project Management** and **Product Design** experience. I have led teams, been a solo dev, and everything between. I contribute not only implementation, but also design docs, sprint planning, quarterly planning, agile project management, and even career growth management as needed.

SKILLS

Unity, Unreal, Python, C#, Swift, MySQL, Claude, Git, Jira, Notion, Figma, Maya, Live2D, Photoshop, Nuke, AWS

WORK EXPERIENCE

Genies, Los Angeles, CA: *Principal Developer of Avatar Interaction 02/2024-Present*

Bring the illusion of life to smart-avatars through development of user interaction design, layered animation systems, data structures, and asset libraries for use with LLMs, proprietary ML models, and synthesized voice.

Voltaku, Los Angeles, CA: *Co-Founder/CTO 11/2021–02/2024*

Implement virtual production pipelines in Unreal and Unity to develop an animated TV series, featuring metaverse-compatible avatars for purchase and UGC creation, featuring a novel virtual production utility for iOS.

Magnopus, Los Angeles, CA: *Lead AR/VR Developer 03/2016-10/2021*

Design and implement gameplay mechanics which showcase strengths and diminish weaknesses of emerging technologies. Lead cross-discipline teams of up to 12 engineers and artists as vision holder and scrum master. Collaborate with clients to create compelling XR experiences. Engineer on Emmy Nominated title, CocoVR.

Scanline VFX, Los Angeles, CA: *Pipeline Division Lead 04/2011 - 02/2016*

Responsible for 2D, Color Science, Element Library and Client Ingest/Delivery. Lead a team of Technical Directors in support of ~40 compositors across LA and Vancouver offices. Occasional support for Animation, Shotgun and RV.

Digital Domain, Venice, CA: *Technical Director 10/2008 - 04/2011*

Create tools to bridge gaps in pipeline across compositing, data integration, environments, lighting and animation departments. Developed 2.5D Nuke crowd system for VFX Oscar nominated film, as seen in CineFX Magazine.

NOTABLE PROJECTS

Virtual Production | Magnopus

Senior Engineer on a multi-player XR virtual production system for Disney'sThe Lion King. Designed and implemented intuitive tools that mimic traditional workflows, as well as UI/UX for locomotion and communication in vast, virtual environments. This system received an AIS Lumiere Award and was integrated into Unreal 4.23.

The Navigator | Magnopus

Built an AR interface for a functioning Mech robot art installation. Leveraged UDP and fiducial markers to integrate a Magic Leap device into a compelling sci-fi narrative. Debuted at Leap Con 2018, received Auggie Award.

EDUCATION

Bachelor Degree: Computer Science - Vassar College, Poughkeepsie, NY (2008)

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References available upon request