

SALLY SLADE

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

I am a veteran **XR Developer** with the skills of an **Artist** and **Designer**. I have led teams as well as been a solo dev on products and prototypes where I contribute not only implementation, but also UI/UX design, art, and animation. I advocate passionately for the end user, and ensure everything I make is both intuitive and comfortable.

SKILLS

Unity, Unreal, Python, C#, Swift, Photoshop, Maya, Nuke, Live2D, Shotgrid, Git, Perforce, Windows, Linux, ...

WORK EXPERIENCE

Voltaku, Los Angeles, CA: Co-Founder/CTO 11/2021-11/2023

Implement virtual production pipelines in Unreal and Unity to develop an animated TV series, featuring metaverse-compatible avatars for purchase and UGC creation. Solo developer for company VTubing product, "VToobi", which allows users to animate 2D and 3D XR avatars in real time using facial motion capture.

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

Worked with Director and Cinematographer on Disney's The Lion King to create VR filmmaking tools, resulting in a multi-user experience leveraging HTC Vives and custom hardware. Responsible for designing and implementing intuitive tools which mimic traditional tools found on set, as well as UI/UX for locomotion and communication in vast, virtual environments. System received an AIS Lumiere Award and was later 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.

Muralize | Magnopus

Created HoloLens app to aid in the creation of Murals. Received Microsoft's nomination for *Reality Mixer of the Year*.

EDUCATION

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

References available upon request