

SARAH MCGEE

Entertainment Technology Leader

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Expertise in managing computer graphics application development for the entertainment industry in the areas of virtual reality, animation, and visual effects. Passionate about building and leading highly effective multi-disciplinary teams.

WORK EXPERIENCE

OCULUS VR

VR Tools Software Engineering Manager | Apr 2022 - Current

- Managed 14 reports, consisting of 11 software engineers and 3 tech leads across 2 teams responsible for developing 3D asset review and validation tools for internal artists on the Oculus Avatars product for upcoming hardware launches.
- Grew team for high priority effort from 4 to 14 software engineers by hiring and onboarding 3 tech leads and 7 software engineers.

OCULUS VR

VR Animation Software Engineering Manager | Jan 2020 – Apr 2022

- Managed 10 software engineers across 2 teams responsible for developing tools for internal artists on the Oculus Avatars product and for developing tools for external customers on the Oculus Rift and Oculus Quest for creating and viewing VR Animation.
- Created strategy for innovation in real-time 3D animation production tools in VR.
- Led product management initiative and roadmap for rapid prototyping of new user interfaces and workflows.
- Coordinated initiative between engineering, product, design, art, and translation to deliver Japanese localization for VR Animation media app in 3 months as an Oculus Quest 2 launch title for Japan.

ZOIC STUDIOS

Pipeline Software Development Manager | Jun 2016 - Dec 2019

- Managed team of 7 software developers and technical directors across VFX pipeline and client data visualization projects to create new revenue streams and to reduce artist costs.
- Led project management for data visualization VR experience on HTC Vive for Capital One.
- Spearheaded new business development initiatives.
- Led project management for multi-million dollar, large touch screen software application project.
- Led initiative to integrate Houdini into pipeline to improve quality of FX elements.
- Collaborated with IT team and BC Pipeline team to deploy Google Cloud job submission management system to increase render capacity by 300% and reduce per node costs by 23%.
- Hired and onboarded 7 new developers and technical directors over 3 years.

ZOIC STUDIOS

Pipeline Tools Developer | Sep 2009 - Jun 2016

- Developed photogrammetry tools for virtual sets featured in the VES-nominated “Once Upon a Time” pilot and Universal Studios Virtual Stage demo.
- Created previs tools for virtual stage sets on the iPad for “Once Upon a Time”, “Once Upon a Time in Wonderland”, “Intelligence”, and “Pan Am”.

EDUCATION

CARNEGIE MELLON UNIVERSITY

Masters in Entertainment Technology | Pittsburgh, PA | May 2010

RICE UNIVERSITY

B.S. Cum Laude in Electrical and Computer Engineering | Houston, TX | May 2008

PRESENTATIONS

SXSW 2017

“Can a Film Made by a Machine Move You?”

SIGGRAPH EXHIBITION 2016

“Houdini Pipeline Integration and Arrow VFX Breakdown”

ORGANIZATIONS

VISUAL EFFECTS SOCIETY

Awards Committee Member | Chair of Ballot Software Sub-Committee | Nov 2014 - Current

- Developed and administrated digital ballot software for the annual award nomination event that reduced time taken with paper ballots distribution, collection, and tabulation by 90%.

FOREIGN LANGUAGE SKILLS

Intermediate Japanese

TECHNICAL SKILLS

Python	C#	C++	Houdini	Maya	Nuke	Unity	Unreal Engine 4	Shotgun	Shotgrid
PySide	PyQt	MEL	V-Ray	Mantra	VEX	OpenGL			