

Sava Nozin

SavaNozin.com · (613) 324-0512 · sava.m.nozin@gmail.com

Professional Experience

Software Engineer at Kongsberg Geospatial

2023 — Present

- Developing desktop GUI applications for defense and aerospace on Windows and Linux.
- Integrated 3D geographic information system (GIS) rendering engine into Qt based application, and collaborated with renderer team to maximize performance on low-end hardware.
- Contributed to the company Qt/Qml common design framework used across many projects.

Technical Artist at SBX Robotics

2022 — 2023

- Worked on developing Unreal Engine tools aimed at generating synthetic data for training computer vision (CV) neural networks.
- Reduced turnaround time of bespoke synthetic data generators by building tools that sped up asset creation, and building generator templates for various industries like autonomous driving, farming, and factory robotics.
- Led client projects that resulted in performance lift on their in-house CV models.

Embedded Systems Engineer at Brash Product Development

2019 — 2022

- Designed hardware for IoT devices based around Nordic and STM32 microcontrollers. Optimized firmware for low power power consumption and low latency applications
- Led graphics development for an NFT digital art display. Developed the device media player which included a custom GUI renderer using OpenGL and FFmpeg libraries.

Technical Expertise

3D Graphics

- Knowledgeable on technical aspects like writing shaders (GLSL, HLSL), working with transformation matrices, quaternions, generative meshing, and simulation.
- Intermediate experience scripting in Unreal Engine with C++ and Blueprint.
- Master of subdivision modeling and intermediate with digital sculpting. Experienced with PBR material workflows and optimizing models for real-time applications.

Engineering

- Proficient in programming with C, C++, and Python.
- Experienced working with Linux and embedded systems.
- Experienced using project management tools like Jira, Git, and Asana.

Education

ARHouseLA Residency

Aug — Sept 2022

- Won cohort hackathon with a solo developed augmented reality headset game.

B.A.Sc. Mechanical Engineering at the University of Ottawa

2014 — 2019

- Completed 4 co-op work terms and graduated with honors.