

# Sava Nozin

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## Professional Experience

### AR Freelancing

2019 — Present

- Built AR experiences for brands that were seen millions of times on Instagram and Snapchat.
- Aided clients in creating CV models for pose estimation and classification tasks.

### Technical Artist at SBX Robotics

2022 — 2023

- Worked at a small startup as part of the technical art team developing Unreal Engine plugins and tools aimed at generating synthetic data for training CV neural networks.
- Built tools that sped up asset creation times and reduced client turnaround to under two weeks for delivery of bespoke synthetic data generators.
- Led client projects that provided performance lift on their in-house CV models.

### Product Engineer at Brash Product Development

2019 — 2022

- Completed graphics development for an ARM based digital art display. Developed a 4k capable media player which included a custom UI renderer using OpenGL and FFmpeg libraries.
- Participated in IoT embedded systems development based around Nordic SoCs. Optimized firmware to reduce power consumption resulting in a doubling of battery life.
- Led mechanical development of novel neck bracing exoskeleton (Patent No. WO2021016713). Synthesized, designed, and fabricated the linkage assembly. Performed experiments to validate prototypes. Collaborated with the industrial design team on ergonomics and usability.

## Technical Expertise

### 3D Graphics

- Knowledgeable on technical aspects like writing shaders (GLSL, HLSL), working with transformation matrices, quaternions, generative meshing, and simulations.
- Intermediate experience scripting in Unreal Engine with C++ and Blueprint.
- Master of subdivision modeling and beginner with digital sculpting. Experienced with PBR texturing 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 solo developed AR glasses game.

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

2014 — 2019

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