Sava Nozin

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Objective

Transition my career from product design engineering to a developer specializing in real-time graphics and XR.

Professional Experience

AR / 3D Art Freelancing   2019 — Present

- Built experimental AR experiences for Snap Inc that were used millions of times on their platform. Helped other freelancers build experiences for music labels and brands.

- Created art assets, custom shaders, and programmed game logic.

- Projects were done using Lens Studio, Spark AR, and Unreal Engine.

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

- Knowledgeable on technical aspects of 3D graphics like writing shaders, 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.

Communication

- Languages: English (fluent), French (beginner), Russian (beginner).

Education

ARHouseLA Residency   Aug — Sept 2022

- Created AR glasses game as part of the gaming and storytelling cohort.

B.A.Sc. Mechanical Engineering at the University of Ottawa   2014 — 2019

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