

Sava Nozin

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Professional Experience

Software Engineer at Kongsberg Geospatial

2023 — Present

- Developing aerospace and defense GUI applications on Windows and Linux.
- Integrated 3D geographic information system (GIS) rendering engine into Qt based application. Collaborated with the renderer team to maximize performance on low-end hardware.
- Contributed to the company Qt/Qml common design framework. Built models and view components that are used across all company software products.

Technical Artist at SBX Robotics

2022 — 2023

- Built Unreal Engine tools for generating synthetic data to train computer vision (CV) models.
- Reduced turnaround time of bespoke synthetic data generators by building tools that sped up asset creation. Built generator templates for various industries like autonomous driving, farming, and factory robotics. Using the new tooling, custom datasets could be built in under two weeks.
- 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 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 and quaternions, generative meshing, and simulation.
- Intermediate experience scripting in Unreal Engine with C++ and Blueprint.
- Expert in subdivision modeling and proficient with digital sculpting. Experienced with PBR material workflows and optimizing assets 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.