

BILLY KAMARA

VISUAL AI ANNOTATION PORTFOLIO

Visual AI Data Annotator | Image Quality Specialist | Visual Artist & Designer

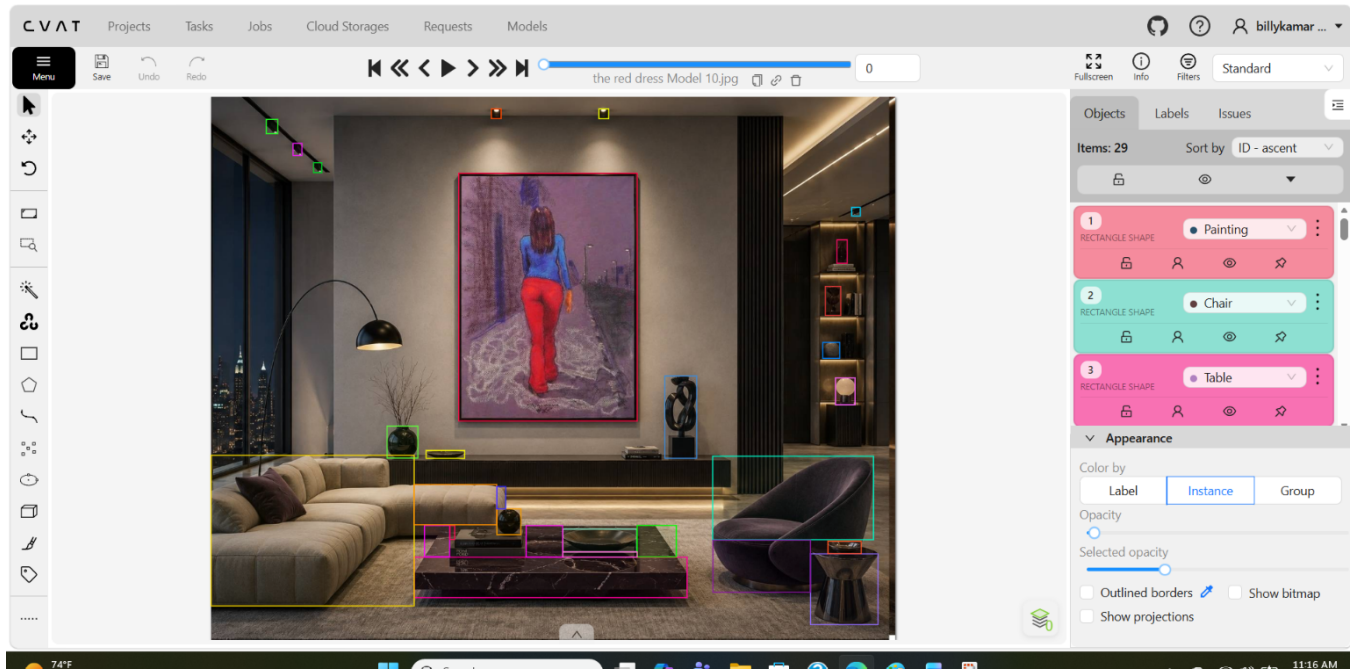
Fine Arts-trained visual professional with 25+ years of experience in visual analysis, image editing, design, technical drawing, and production quality control. This portfolio documents hands-on CVAT practice in object detection, polygon segmentation, precision mask segmentation, occlusion handling, ontology adherence, and annotation QA.

Platform	Focus	Location
CVAT	Visual Annotation & QA	Alexandria, Virginia

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01 Interior Object Detection

Method: Bounding-box annotation Tool: CVAT



Project objective

Identify and localize visible instances across six defined classes: Painting, Chair, Table, Light Fixture, Sofa, and Decorative Object. Bounding boxes were kept tight to visible object extent, with hidden geometry excluded rather than inferred.

Results & QA

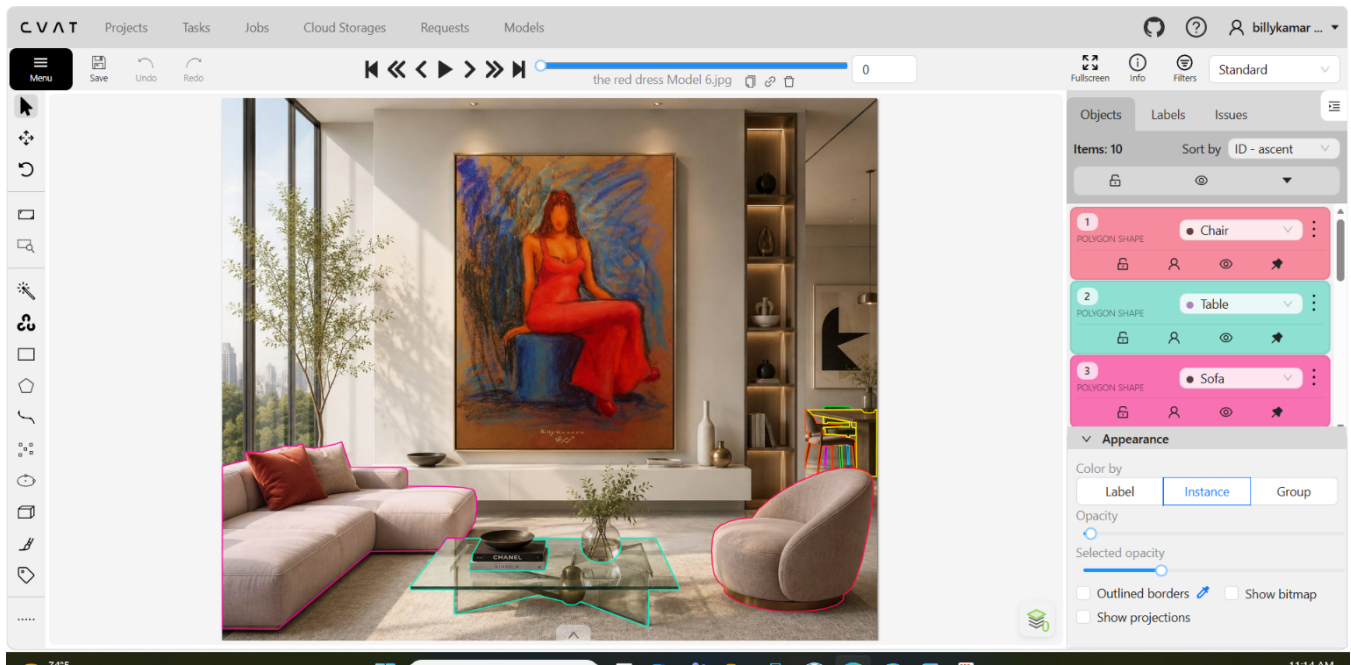
21 physical object instances identified and **28 annotation regions created**. A second QA pass produced two occlusion-related boundary corrections. One lamp classification was flagged as ambiguous rather than forced into an uncertain class.

Demonstrated skills

Multi-class object detection, tight bounding boxes, instance separation, occlusion handling, visible-vs-inferred reasoning, ontology discipline, ambiguity flagging, and self-QA.

02 Furniture Polygon Segmentation

Method: Polygon segmentation Tool: CVAT



Project objective

Trace the visible silhouettes of Chair, Table, and Sofa instances using polygon geometry. Curved contours were represented with sufficient vertices for accuracy while avoiding unnecessary point density. Hidden geometry was not reconstructed.

Results & QA

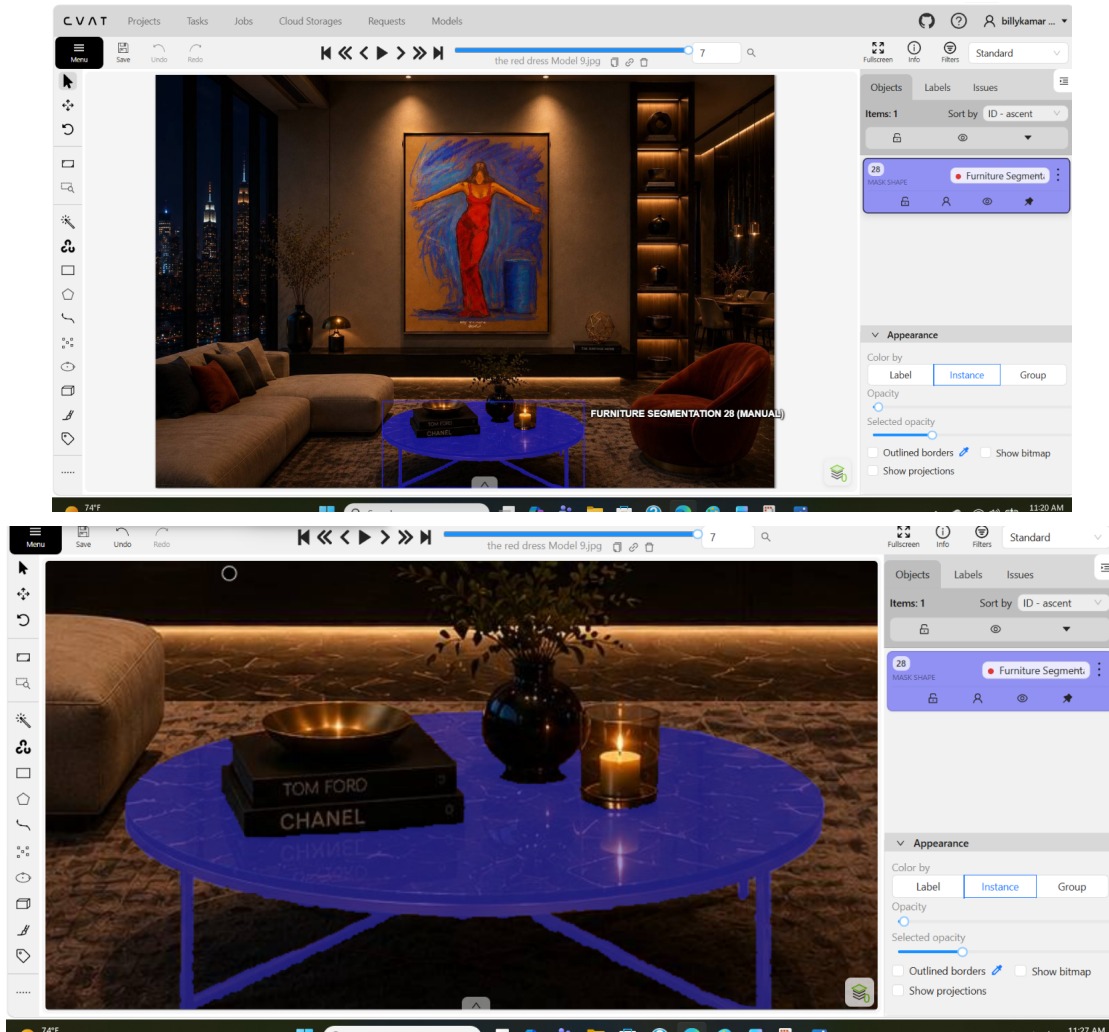
6 physical furniture instances segmented in 25:55. The scene included complex curves, foreground occlusion, and one chair split across five disconnected visible regions. Nine QA adjustments were made, with zero unresolved ambiguous cases.

Annotation insight

The exercise highlighted the distinction between a semantic object instance and the multiple annotation shapes sometimes required to represent its disconnected visible regions.

03 Precision Mask Segmentation

Method: Pixel/mask segmentation Tool: CVAT



Object: Round table with narrow legs and multiple foreground objects

Original annotation time: approximately 35 minutes

QA: 1 correction during high-zoom boundary review; 0 corrections during normal-view silhouette review.

Most difficult boundary: Thin table legs and narrow structural elements.

Key learning

Initial mask boundaries are not always pixel-accurate, particularly around narrow structures and complex contours. High-zoom QA is necessary to identify and correct boundary errors before finalizing an annotation.