

ABU “BILLY” KAMARA

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

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PROFESSIONAL SUMMARY

Visual Artist and Designer with 25+ years of professional experience in visual analysis, image editing, graphic design, illustration, technical drawing, and production quality control. Fine Arts graduate with a highly developed ability to evaluate color, composition, form, proportion, spatial relationships, object boundaries, lighting, and visual accuracy.

Hands-on training in AI image annotation using CVAT, including object detection, bounding boxes, polygon segmentation, mask segmentation, occlusion handling, class/ontology adherence, annotation quality assurance, and visual ambiguity assessment. Detail-oriented visual professional seeking remote and freelance opportunities in AI data annotation, image labeling, visual evaluation, multimodal AI evaluation, and image quality assurance.

CORE SKILLS

AI Data Annotation: CVAT, Image Annotation, Data Labeling, Object Detection, Bounding Boxes, Polygon Segmentation, Mask Segmentation, Pixel-Level Segmentation, Object Classification

Annotation Quality: Annotation QA, Visual Quality Control, Class/Ontology Adherence, Occlusion Handling, Object Boundary Analysis, Visual Ambiguity Assessment, Annotation Consistency, Visible-vs-Inferred Object Evaluation

Visual Evaluation: Image Analysis, Object Recognition, Image Comparison, Color Evaluation, Composition, Form, Proportion, Spatial Relationships, Contour Analysis, Lighting, Visual Accuracy, Attention to Detail

Creative & Technical: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, CorelDRAW, AutoCAD, Technical Drawing, Illustration, Storyboarding, Painting, Sculpture, Modeling, Exhibition and Display Design

PROFESSIONAL EXPERIENCE

Independent Visual Artist & Designer | United States

2012–Present

- Create and evaluate original visual artwork and design projects requiring precise judgment of color, form, anatomy, proportion, composition, lighting, geometry, texture, and spatial relationships.
- Analyze complex images, contours, object relationships, visual hierarchy, and fine details throughout the creative process.
- Produce and review digital imagery using professional image-editing and design software while maintaining visual consistency and accuracy.
- Develop exhibition, environmental, and event concepts supported by technical drawings, material specifications, and production requirements.
- Perform detailed visual quality review throughout concept development and final execution.

Hypermedia Production | Cairo, Egypt

Owner / Creative Director | 2006–2011

- Directed visual design and production projects for multinational and local clients including Unilever, Motorola, CAT Construction Equipment, and MAN Trans Globe Logistics.
- Created and reviewed graphic designs, promotional displays, retail environments, exhibition stands, technical drawings, and production-ready visual materials.
- Evaluated completed production against approved designs, dimensions, materials, visual standards, and client specifications.
- Identified visual inconsistencies and supervised corrections to maintain production quality.
- Managed multiple projects from visual concept development through final production and quality assurance.

Fortune Promoseven Advertising (FP7/McCann) | Cairo, Egypt

Graphic Designer | 2003–2005

- Translated creative concepts into visual presentations, layouts, illustrations, and production graphics.
- Illustrated storyboards for commercial concepts and prepared client-facing visual presentations.
- Supported creative direction through image composition, visual refinement, detailed graphic execution, and production preparation.
- Reviewed visual materials for consistency, layout accuracy, and presentation quality.

EDUCATION

Faculty of Fine Arts, Helwan University | Cairo, Egypt

Visual Arts | 1995–1999

Italian Fashion Academy | Cairo, Egypt

Diploma, Fashion Design | 2000–2003

YAT Learning Solutions | Cairo, Egypt

Diploma, Graphic Design | 1998

AI IMAGE ANNOTATION TRAINING

Hands-on CVAT annotation practice including multi-class object detection, bounding-box annotation, polygon segmentation, pixel/mask segmentation, occluded-object handling, visible-versus-inferred object decisions, class ontology compliance, annotation consistency, visual ambiguity assessment, and annotation QA/error review.