Paige Kobzar

pkobzar@uwaterloo.ca | linkedin.com/in/paige-kobzar | github.com/paigekobz

Education

CANDIDATE FOR BACHELOR OF APPLIED SCIENCE | 2020-2025 | UNIVERSITY OF WATERLOO

· Major: Systems Design Engineering
· Relevant courses: Image Processing, Data Structures and Algorithms, Digital Systems & Signals

PROGRAMMING LANGUAGES/FRAMEWORKS

· Python, Pytorch, CUDA, Tensorflow, C++, HTML/CSS/Javascript, NextJS, React, Arduino, Assembly

Work Experience

FULLSTACK AUTOMATION DEVELOPER | MARTINREA INTL | JAN 2023-APR 2023

· Developed a system to detect the presence of nuts on a variety of different automotive parts using a YOLO **object detection** model.
· Designed a program to generate a synthetic dataset for machine learning using **Blender**, **Solidworks** models, and a **python** script.
· Developed a script to automatically annotate a synthetic dataset using classical computer vision methods and the **OpenCV** library.

UI/UX DESIGNER | MARTINREA INTL | MAY 2022-AUG 2022

· Designed 7+ features using **Figma** for an app aimed to integrate an autonomous vehicle into a factory setting. Leveraged in-depth interviews to better understand our users.
· Designed an interface to check and review the quality of parts using a camera vision system. Presented this interface to Martinrea general managers and executives from across the globe.

FRONTEND DEVELOPER | SCISPOT.IO | JAN 2021-APRIL 2021

· Improved client satisfaction by creating 25 prototype designs for new features on our app using **Figma**, presenting designs directly to clients and adapting features to meet client needs.
· Strengthened the user experience of our app by consistently testing features, making recommendations, and programming changes using **NextJS** and a **React** framework.

Project Experience

SOLAR SHADE| MAY-AUG 2023

· Designed and prototyped a self-adjusting solar-powered sunshade for wheelchair users using **Arduino** programming and Rapid Prototyping tools.

UI/UX DESIGNER | MOVEGREEN | HACKATTACK 2020 WINNING PROJECT | OCT 2020

· Designed an app interface using Figma to help people track and reduce their carbon footprint when travelling.