Pearl Natalia

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Technical Skills

Languages: Python, C/C++, Javascript/TypeScript, SQL (Postgres), HTML/CSS, Java, XML, Assembly

Tools: Google Cloud, AWS, Jupyter Notebooks, Figma, Linux, Android Studio, Git, WordPress, Jira, Docker, MondoDB

Frameworks: Flask, Django, Bootstrap, React, PostgreSQL

ML Libraries: NumPy, Pandas, TensorFlow, OpenCV, Matplotlib, SciKit Learn, Transformers, PyTorch

Projects

Mathematical OCR ☑ | OpenCV, NumPy, TensorFlow, Matplotlib, Keras, PIL

- Created a CNN from scratch to solve math expressions from images, trained on thousands of samples
- Preprocessed images using color thresholding, dilation, and interpolation to improve model accuracy
- Developed an image segmentation algorithm to extract equation terms using OpenCV's contour detection

AI-Powered Dash Cam & | Numpy, HERE Maps, OpenCV, Pandas, SciKit Learn, React, SQLite, YOLOv8, Roboflow

- Built geolocation processing algorithms to detect vehicle speeds, turns, violations, and nearby traffic cameras
- Implemented real-time traffic light and road sign detection from live dashcam footage using YOLOv8
- Improved accuracy of a CNN model via relative positioning, color masking, and Hough transformations
- Created a full-stack React platform to display real-time footage, driving metrics, road violation warnings

AI Wearable for SOS & | MondoDB, Gemini Flash API, Raspberry Pi, Hume AI, Mapbox, Tensorflow, React, Flask

- Built a keypad-triggered SOS device with a Raspberry Pi to capture video and audio recording via a flask
- Generated contextual summaries of video frames via Gemini Flash, prompting it to highlight critical threats
- Integrated real-time emergency updates on Mapbox with MondoDB and automated 911 calls for quicker responses
- Developed a CNN-based audio classification model with spectrograms to pre-filter files sent to Hume AI for emotional analysis

AR Networking Glasses & | PostgreSQL, Mediapipe, Fusion 360, HTML/CSS, Unity

- Engineered an augmented reality (AR) headset with hand tracking using Fusion 360 and Mediapipe
- Designed an AR environment to display resumes via QR code scanning, executed with a Unity script
- Built a full-stack platform with an SQL database to send real-time user information to the AR environment

Experience

Machine Learning Engineer

August 2024 – Present

Mimrr

Waterloo, ON

- Improving LLaMA's text generation accuracy by integrating outlines for more structured and desired outputs
- Generating a code reference graph with **Neo4J** for Mimrr's web app codebase

IT Developer Intern

May 2024 – August 2024

Generis Global Partners

Toronto, ON

- Automated data cleansing via a full-stack platform using CLIP embeddings, web scraping, Google Sheets API, and a Flask, saving 20 hours/week
- Created a **Chrome extension** for email parsing and component generation with a Flask hosted on Render, accelerating website updates by 73%
- Rebuilt 15 websites to increase website traffic and SEO by 35% using Google Analytics and MySQL

Programming Instructor

June 2022 – September 2023

Code Ninjas

Toronto, ON

- Instructed programming concepts and game development with Python and JavaScript to 90+ students
- Conducted software development workshops with Arduino, Makeblock, and Makecode
- Expanded Code Ninja's program by 37% through redesigning the programming curriculum

Education

The University of Waterloo

September 2023 - Present

Bachelor of Software Engineering (BSE)

Waterloo, ON

- Courses: Programming Principles (C), Data Structures and OOP (C++), Digital Computers (Assembly)
- Other: Autonomous Software Engineer at Watonomous (Self-Driving Car Design Team)