

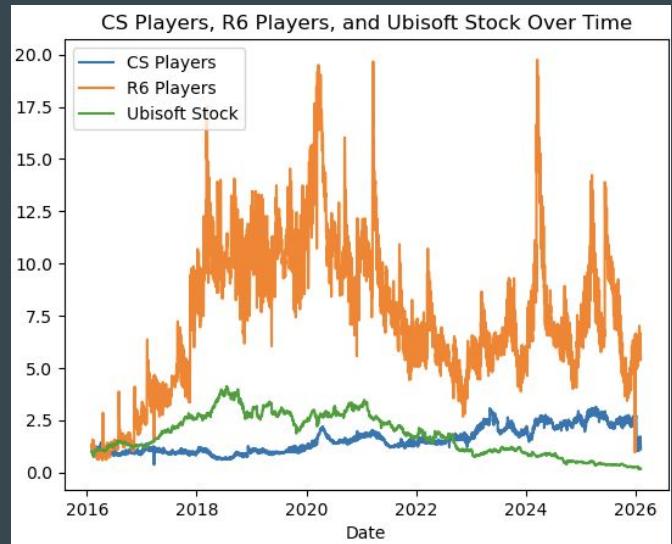
# XGBoost Ubisoft Strategy Using Player Data for R6 & CS

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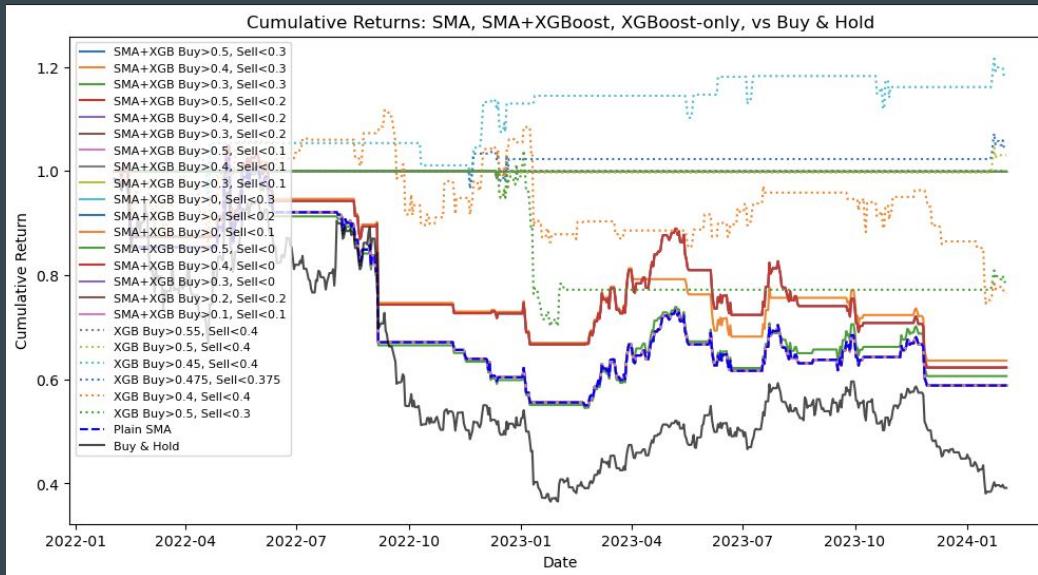
Nathan Witt

# Idea

- Time-series CV on XGBoost with player & stock data and derived attributes
  - $\frac{3}{5}$  data to train
  - $\frac{1}{5}$  to test XGBoost and configure thresholds
  - $\frac{1}{5}$  for final test
- Goal: Ideally make a good profit but ubisoft sucks so hopefully at least beat buy & hold



# Threshold Selection for final test



# Results

- Final holdout period was pretty rough
  - Earnings with XGB: -56.29%
  - Buy & hold:-78.36%
  - SMA:-70.90%
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- Maybe some promise on a company that's not ubisoft?

