Shaaz Meghani

Gmail | +1-437-733-4023 | Linkedin | Github | Canadian Citizen

Education

Simon Fraser University (SFU) Burnaby/Vancouver, BC
Bachelor of Science in Computer Science (Co-op) Sept 2024 - May 2029

- **Relevant Courses:** Intro to Data Science, Software Design, Systems Programming and Object-Oriented Programming (OOP) In Java

Experience

ML Engineer Intern June 18 2025 – Aug 1 2025

Ismail Industries Limited

- Forecasted Regional SKU-level sales for Bisconni and CandyLand products using **XGBoost** on millions of sales records spanning 3 years, enabling business-critical demand prediction and inventory allocation.
- Automated **ETL pipeline** with **MySQL + Pandas**, reducing preprocessing time by **50%** and improving data reliability.
- Designed and implemented **feature engineering** (seasonality, regional demand) that increased the accuracy of the forecast by **20%**.
- Built an interactive dashboard with **Flask backend** and **HTML/CSS/JavaScript frontend** to visualize regional sales forecasts, allowing stakeholders to track demand trends in real time.

Projects

PollStream|Flask, Socket.IO, JS/HTML/CSS, SQL Video Link

- Developed a **full stack Real-time** polling platform **inspired by Iclicker App** with Flask backend, WebSocket (Socket.IO) and responsive JS / HTML / CSS frontend, allowing users to vote and visualize results instantly.
- Implemented live data streaming and dynamic chart updates using **Flask-SocketIO**, supporting multiple sessions with unique codes and real-time synchronization across clients.
- Designed and integrated **SQLAlchemy**, handling poll creation, session management, and vote aggregation with minimal Latency.

PassStore|Java, JavaScript, Swing Video Link

- Developed a secure desktop Password Manager in Java using **OOP Principles** with Swing UI and persistent credential storage (File I/O, JSON). Implemented CRUD operations, input validation, version control with Git and **Unit testing with Junit** to ensure reliability

MineCraft Player Behaviour Analysis| R, JupterNote, Ggplot2, Tidymodels, Git MineCraftProject Link

- Collaborated with a team to analyze large-scale Minecraft server logs, applying data science techniques to identify key predictors of total playtime.
- Cleaned and merged multi-source datasets (player + session) in R using dplyr/tidymodels; engineered features such as session count and encoded categorical experience levels to improve model interpretability.
- Built and optimized regression models (Linear Regression, KNN), reducing error metrics (RMSE/RMSPE) and uncovering behavioral patterns linked to player engagement

Skill

- **Languages:** Python, Java, C, JavaScrip, HTML/CSS, SQL
- **Software/Libraries:** React, Node.js, Flask, Socket.IO, Chart.js, Scikit-learn, Pandas, NumPy, Matplotlib, SQLite
- **Other:** Git, Linux, Firebase