

Shaaz Meghani

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Education

Simon Fraser University (SFU)

Bachelor of Science in Computer Science (Co-op)

Burnaby/Vancouver, BC

Sep 2024 - May 2028

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

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 (server-side development, 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, JupyterNoteBook, Ggplot2, Tidymodels

[MineCraftProject Link](#)

- Collaborated on analyzing large-scale **Minecraft gameplay** and **server logs** to uncover patterns in player behavior and engagement
- Engineered a data pipeline in R (dplyr, tidymodels) to clean and merge **multi-source player and session datasets**, creating behavioral features such as session count, activity duration, and experience level.
- Developed and optimized regression models (**Linear, KNN**) to identify **gameplay factors** influencing total playtime, reducing prediction error (RMSE/RMSPE) and improving interpretability of player engagement metrics.

Skill

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