Ricky Lu

(647) 864-0999 rklu@uwaterloo.ca ricky77768.netlify.app Ricky77768 Ricky77768

Skills

Languages	Kotlin, Java, C#, C++, TypeScript, JavaScript, Python, HTML, CSS, SQL, GraphQL
Technologies	Android Studio, Jetpack Compose, Firebase Crashlytics, Charles Proxy, Apollo Kotlin, RxJava, Unity Engine, React.js, Three.js, Tailwind CSS, Cypress, Jenkins, Git, Perforce

Education

University of Waterloo **Sep 2020 - Apr 2025**
Bachelor of Computer Science Waterloo, ON

Relevant Courses: Object Oriented Programming, Data Structures & Algorithms, Introduction to Artificial Intelligence, Database Systems, Data-Intensive Distributed Computing, Concurrent and Parallel Programming

Experience

theScore Inc **May 2024 - Dec 2024**
Android Developer - Wagering Toronto, ON

- Implemented features on theScore/ESPN BET app using **Kotlin** and **Charles Proxy**, following **MVVM architecture**
- Developed and enhanced components in a **centralized GitHub repository** used by media and betting apps, delivering consistent user experiences across both applications
- Integrated **GraphQL** changes using **Apollo Kotlin** to surface new live sports statistics and homepage betting markets, providing thousands of users with real-time, accurate data.
- Utilized Android **ViewModel** and **LiveData** to create first-time instructions for new users, reducing onboarding friction

theScore Inc **Sep 2023 - Dec 2023**
Android Developer - Media/Betting Ecosystem Toronto, ON

- Maintained theScore Media app by resolving crashes using **Kotlin**, **Charles Proxy**, and **Firebase Crashlytics**, ensuring a smooth experience for **1M+ monthly active users**
- Resolved **10+** refactoring tasks to improve codebase maintainability, eliminating **80%** of the team's Android backlog
- Implemented analytic events for existing components to evaluate feature performance and make data-driven decisions

Faire **Jan 2023 - Apr 2023**
Android Engineer Waterloo, ON

- Engineered features across **5+** views using **Kotlin**, **RxJava**, and **Jetpack Compose**, following **MVVM/MVP architecture**
- Redesigned one-to-one chat interface to support **group chat UI elements** such as profile photos and timestamps, facilitating efficient communication for **100K+** retailers both internally and with brands
- Implemented invoice filters and strategically split invoice-related API calls to reduce screen load time by **50%**
- Removed **5000+** lines of unused product collection code, improving module compile time by **15%**

Behaviour Interactive **May 2022 - Aug 2022**
Game Programmer Montréal, QC

- Developed modular **C# Unity components** for **Jurassic World Primal Ops**, a mobile game achieving **100K+ downloads**
- Architected a **reusable carousel view widget** that **10+** developers can inherit to customize and extend existing functionalities, streamlining future user interface development
- Integrated back-end processes with front-end UI using **TypeScript** for a paid rewards system to drive additional revenue

Fleet Complete **Sep 2021 - Dec 2021**
Automation Developer Waterloo, ON

- Researched and implemented a **Cypress automation framework** using **TypeScript**, integrating it into a **Jenkins CI/CD pipeline** to streamline testing efforts, ensuring developers receive fast and continuous feedback
- Revamped an existing login function to support **cross-browser testing** and reduce test execution time by **15 seconds**
- Implemented asynchronous functions for API endpoints to prevent race conditions, decreasing test instability by **90%**