

Ricky Lu

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SKILLS

Languages Kotlin, Java, C#, C/C++, Python, JavaScript/TypeScript, HTML/CSS, SQL, MQL4, Racket
Technologies Android Studio, Jetpack Compose, Firebase Crashlytics, Charles Proxy, RxJava, Unity, React.js, Three.js, Tailwind CSS, Cypress, Jenkins, MetaTrader 4, Git/Perforce, Jira/Confluence

EXPERIENCE

theScore Inc [🔗](#) May 2024 - Aug 2024
Android Developer - Wagering Toronto, ON

- Implement features on theScore app using **Kotlin**, **Charles Proxy**, **Firebase Crashlytics**, following **MVVM architecture**

theScore Inc [🔗](#) Sep 2023 - Dec 2023
Android Developer - Media Toronto, ON

- Maintained theScore app and resolved crashes using **Kotlin**, **Charles Proxy**, **Firebase Crashlytics**, following **MVVM architecture**
- 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
- Enhanced shared components between media and betting apps to deliver a uniform user experience across the apps

Faire [🔗](#) Jan 2023 - Apr 2023
Android Engineer Waterloo, ON

- Developed app features across **5** screens using **Kotlin**, **RxJava**, and **Jetpack Compose**, following the **MVVM/MVP architecture**
- Updated one-to-one chat interface to support many-to-one communication between **3000+** users
- Implemented invoice filters and split invoice-related API calls to reduce screen load time by **50%**
- Removed **4500+** lines of unused product collection code, improving codebase maintainability and module compile time by **10%**

Behaviour Interactive [🔗](#) May 2022 - Aug 2022
Game Programmer Montréal, QC

- Developed **C#** game components in a **scrum** team for **Jurassic World Primal Ops**, a **Unity** mobile game with **100K+ downloads**
- Implemented a paid daily rewards system and related backend routes using **TypeScript** to boost monetization by **10%**
- Led the development of a reusable carousel widget system using **inheritance** and **interfaces** to enhance user retention
- Collaborated with UI/UX teams using **Jira** to integrate visual components and debugged game systems to resolve defects

Fleet Complete [🔗](#) Sep 2021 - Dec 2021
Automation Developer Waterloo, ON

- Researched and implemented a **front-end automation framework** in an **agile** environment using **Cypress** and **TypeScript**
- Integrated the framework into **CI/CD** using **Jenkins** to ensure developers receive fast and continuous feedback effectively
- Implemented asynchronous functions for API endpoints to reduce test instability by **90%**
- Repaired an existing login function to enable testing on all browsers and speed up test cases by **15 seconds** on average

Customized MetaTrader Project Nov 2018 - Sep 2021

- Periodically developed trading algorithms with **MQL4** and **MetaTrader 4** to automate client's trading routines
- Maintained and updated trading algorithms at the client's request to optimize trading efficiency
- Communicated with the client through email or face-to-face interactions to troubleshoot problems

PROJECTS

Unity 3D Games [🔗](#) [🔗](#)

- Developed a ball-rolling game and a parkour/first-person shooter game using **C#** and **Unity Engine**
- Created sliding mechanics, shooting targets, bonus items, settings menu, and tutorial levels for smooth and responsive games

Portfolio Website [🔗](#) [🔗](#)

- Developed a responsive portfolio website from scratch using **HTML/CSS**, **JavaScript**, and **Bootstrap**
- Overhauled the website to enhance visuals and user experience using **React.js**, **Three.js**, and **Tailwind CSS**

EDUCATION

University of Waterloo | Bachelor of Computer Science Sep 2020 - Apr 2025

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