

Ricky Lu

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SKILLS

Languages	Kotlin, Java, C#, C++, TypeScript, JavaScript, Python, HTML, CSS, SQL, GraphQL
Technologies	Android Studio, Jetpack Compose, Mockito, JUnit, Charles Proxy, Apollo Kotlin, RxJava, Firebase Crashlytics, 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
<ul style="list-style-type: none">Implemented UI components for theScore/ESPN BET in Kotlin using MVVM architecture, with unit tests in JUnit and Mockito to maintain existing code coverage standardsDeveloped and enhanced components in a centralized GitHub repository used by media and betting apps, delivering consistent user experiences across both applicationsIntegrated 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
<ul style="list-style-type: none">Maintained theScore Media app by resolving crashes using Kotlin, Charles Proxy, and Firebase Crashlytics, ensuring a smooth experience for 1M+ monthly active usersResolved 10+ refactoring tasks to improve codebase maintainability, eliminating 80% of the team's Android backlogImplemented analytic events for existing components to evaluate feature performance and make data-driven decisions	
Faire 🌐	Jan 2023 - Apr 2023
Android Engineer	Waterloo, ON
<ul style="list-style-type: none">Engineered features across 5+ views using Kotlin, RxJava, and Jetpack Compose, following MVVM/MVP architectureRedesigned 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 brandsImplemented 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
<ul style="list-style-type: none">Developed modular C# Unity components for Jurassic World Primal Ops, a mobile game achieving 100K+ downloadsArchitected a reusable carousel view widget that 10+ developers can inherit to customize and extend existing functionalities, streamlining future user interface developmentIntegrated 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
<ul style="list-style-type: none">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 feedbackRevamped an existing login function to support cross-browser testing and reduce test execution time by 15 secondsImplemented asynchronous functions for API endpoints to prevent race conditions, decreasing test instability by 90%	