

# 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, Unity, React.js, Three.js, Tailwind CSS, Cypress, Jenkins, RxJava, MetaTrader 4, Git/Perforce, Jira/Confluence

## EDUCATION

**University of Waterloo** | Bachelor of Computer Science **Sep 2020 - Apr 2025**  
**Relevant Courses:** Object-Oriented Software Development, Data Structures & Data Management, Algorithms, Operating Systems, Introduction to Artificial Intelligence, Introduction to Database Systems

## EXPERIENCE

**theScore Inc** [🔗](#) | Android Developer **Toronto, ON | Sep 2023 - Dec 2023**  
• Develop fully-tested features connecting the betting and media apps using **Kotlin**, **Charles Proxy**, and **MVVM/MVP architecture**

**Faire** [🔗](#) | Android Engineer **Waterloo, ON | Jan 2023 - Apr 2023**  
• 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** [🔗](#) | Game Programmer **Montréal, QC | May 2022 - Aug 2022**  
• 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** [🔗](#) | Automation Developer **Waterloo, ON | Sep 2021 - Dec 2021**  
• Researched and implemented a **front-end automation framework** in an **agile** environment using **Cypress**, **TypeScript**, and **Git**, which will act as a blueprint for other company automation projects  
• 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** **Markham, ON | Nov 2018 - Dec 2021**  
• Developed trading algorithms with **MQL4** and **MetaTrader 4** using data and order execution to automate 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**

**Android Applications** [🔗](#) [🔗](#)  
• Developed a map application and a weather forecast application using **Java** and **Android Studio**  
• The weather application utilizes **OpenWeatherMap API** to display the current weather and a 5-day forecast at a location  
• The map application uses **Google Maps API** and customizable profiles to help discover new locations en route to destinations