

Ricky Lu

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SKILLS

Languages	Kotlin, Java, C#, C++, TypeScript, JavaScript, Python, HTML, CSS, SQL, GraphQL
Technologies	Android Studio, Jetpack Compose, RxJava, Apollo Kotlin, Mockito, JUnit, Koin, Charles Proxy, 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 	Sep 2024 - Dec 2024
<i>Android Developer - Media Community</i>	<i>Toronto, ON</i>
<ul style="list-style-type: none">Supported the development of threaded comments and reactions in theScore using Kotlin, Jetpack Compose, and Koin dependency injection, doubling the number of users interacting with news article commentsIntegrated a top navigation button with a real-time notification counter using LiveData and ViewModel, enabling 750k+ community users to access and engage with their activity notifications in the activity feed	
<i>Android Developer - Wagering</i>	May 2024 - Sep 2024
<ul style="list-style-type: none">Implemented UI components in a centralized GitHub repository used by media and betting apps, using Kotlin and MVVM architecture, with unit tests in JUnit and Mockito to maintain 95%+ code coverageIntegrated GraphQL changes using Apollo Kotlin to surface new live sports statistics and homepage betting markets, providing thousands of users with real-time, accurate data	
<i>Android Developer - Betting Ecosystem</i>	Sep 2023 - Dec 2023
<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 backlog	
Faire 	Jan 2023 - Apr 2023
<i>Android Engineer</i>	<i>Waterloo, ON</i>
<ul style="list-style-type: none">Redesigned one-to-one chat interface to support group chat UI elements with Kotlin and Jetpack Compose, facilitating efficient communication for 100K+ retailers both internally and with brandsImplemented invoice filters using RxJava and strategically split invoice-related API calls to reduce load time by 50%Removed 5000+ lines of unused product collection code, improving module compile time by 15%	
Behaviour Interactive 	May 2022 - Aug 2022
<i>Game Programmer</i>	<i>Montréal, QC</i>
<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
<i>Automation Developer</i>	<i>Waterloo, ON</i>
<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%	