

Ricky Lu

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SKILLS

Languages	Java, Kotlin, C#, C/C++, JavaScript/TypeScript, HTML/CSS, MQL4, Racket
Tools & Technologies	Android Studio, Jetpack Compose, RxJava, Unity, Cypress, Jenkins, MetaTrader 4, Git/Perforce, Jira

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

EXPERIENCE

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 **2500+** users
- Implemented invoice filters and split invoice-related API calls to reduce screen load time by **40%**
- Removed **4500+** lines of unused product collection code, improving codebase maintainability and module compile time by **8%**

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

- Developed and enhanced **C#** game components in a **scrum** team for **Jurassic World Primal Ops**, a top-down action adventure **Unity** mobile game with **over 100 thousand downloads**
- Cooperated with developers to implement a paid daily rewards system and modified related backend routes using **TypeScript** to boost game retention and monetization
- Designed a carousel view using **inheritance** and **interfaces** to create reusable code while improving user experience
- 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 functions that wait until it receives server data before performing tests to reduce test instability significantly
- Troubleshoot an existing login function to enable testing on all browsers and sped up testing substantially

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   2020 - 2022

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

Portfolio Website  2021

- Developed a portfolio website from scratch using **HTML**, **CSS**, and **JavaScript**
- Utilized **Bootstrap** to ensure the website is responsive and well-formatted across all devices

Android Applications   2019 - 2021

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

Computer Science Games  2018 - 2019

- Developed a 2D platformer, a typing game, and a card game using Greenfoot, an **Java** IDE as class projects
- Created moving platforms, springs, double jump orbs, toggle blocks, and a scoring system based on time and the number of fails