

RICKY LU

Computer Science Student at University of Waterloo

@ rklu@uwaterloo.ca

☎ (647)-864-0999

🔗 ricky77768.github.io

in Ricky77768

🔗 Ricky77768

SKILLS & TOOLS

Languages

Java C C# Racket MQL4
HTML/CSS JavaScript

Technologies

Unity Engine MetaTrader 4 Android Studio
Bootstrap

EXPERIENCE

Customized MetaTrader Project

Home/RoboEDU

📅 Nov 2018 – Present 📍 Markham, ON

- Developed trading algorithms using MQL4 that incorporates data collection and order execution to automate client's trading routine
- 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

Teaching Assistant - Scratch Programming

RoboEDU

📅 Sep 2018 - Mar 2020 📍 Markham, ON

- Assisted the teacher by monitoring a class of 4 to 6 students to reduce the teacher's workload
- Supported students by answering their questions promptly to make sure they receive help on time
- Evaluated and provided feedback for student's coursework to ensure they have a solid understanding of the material

AWARDS & EXAMS

(2019) AP Exam - Computer Science A

- Scored 5 out of 5

(2019) Canadian Computing Competition (Junior)

- Scored 60/75, top 25% among 3713 contestants

(2017-2019) Pascal, Cayley, Fermat Math Contests

- Scored 110+/150, top 25% among 20000+ contestants

EDUCATION

University of Waterloo

📅 Sep 2020 - Apr 2025

- **Relevant Courses:**
Designing Functional Programs - 95%
Algorithm Design & Data Abstraction - 94%

PROJECTS

Android App - Point of Interest Finder [↗](#)

Java, Android Studio

📅 Aug 2019 - Present

- Developed a map application using Java and Android Studio that lets the user discover points of interest while going to their destination
- Integrated Google Maps API into the application to ensure correct and up-to-date map data
- Allowed users to create profiles so they can filter the type of places the application displays to them

Portfolio Website [↗](#)

HTML, CSS, JavaScript, Bootstrap

📅 Apr 2021 – May 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

Unity Game - 3D Parkour/FPS Game [↗](#)

C#, Unity Engine

📅 Jul 2020 – Sep 2020

- Created a 3D Parkour/First-Person Shooter game using the Unity Engine
- Developed and implemented more advanced gameplay elements, such as sliding mechanics, shootable targets, and pressure plates
- Created a tutorial level to ensure the players will be familiar with the gameplay elements

Android App - Weather Forecast [↗](#)

Java, Android Studio

📅 Jul 2019 – Aug 2019

- Developed an application that displays the weather in a specific location using OpenWeatherMap API
- The application displays the current weather at the location, as well as a 5-day forecast

Computer Science Games [↗](#)

Java

📅 Sep 2018 – Jun 2019

- Developed a 2D platformer, a typing game, and a card game using Greenfoot, an IDE using Java as projects for computer science courses
- The platformer has moving platforms, springs, double jump, and blocks that toggle on/off when jumping. The user is scored based on time and the number of fails