

# Ricky Lu

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## SKILLS

**Languages** Java, C, C++, C#, JavaScript/TypeScript, HTML/CSS, MQL4, Racket  
**Tools & Technologies** Android Studio, Unity Engine, Cypress, Bootstrap, MetaTrader 4, Jenkins, Git, Appium

## EXPERIENCE

**Fleet Complete** 🔗 | Automation Developer Waterloo, ON (Remote) | 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 using **MQL4** and **MetaTrader 4** 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

**RoboEDU** 🔗 | Teaching Assistant - Scratch Programming Markham, ON | Sep 2018 - Mar 2020

- 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

## PROJECTS

**Unity Game - 3D Ball-rolling Game** 🔗 | C#, Unity Engine Sep 2021 - Present

- Created a 3D ball-rolling game using the **C#** and the **Unity Engine**
- Implemented custom physics, various obstacles, and bonus items to create a smooth, responsive gameplay experience
- Developed a settings menu with customized controls, sounds, and display that is persistent across the game

**Android App - Point of Interest Finder** 🔗 | Java, Android Studio Aug 2019 - Present

- Developed an application using **Java** and **Android Studio** that lets users discover new locations 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 **C#** and the **Unity Engine**
- Implemented more advanced gameplay elements, such as sliding mechanics, shootable targets, and pressure plates
- Developed 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 using **Java**, **Android Studio**, and **OpenWeatherMap API** that displays the weather in a specific location
- 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 **Java IDE** as projects for computer science
- 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

## EDUCATION

**Bachelor of Computer Science**, University of Waterloo Sep 2020 - Apr 2025

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