

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, MetaTrader4, Jenkins, Appium

EXPERIENCE

Fleet Complete | Automation Developer Markham, ON | Sep 2021 - Dec 2021

- Researched and implemented a **front-end automation framework** using **Cypress** and **TypeScript**, which will act in effect 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 relevant 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

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**
- 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

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

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

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

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

EDUCATION

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

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