Ricky Lu

📞 (647) 864-0999   ✉ rklu@uwaterloo.ca   🔗 ricky77768.github.io   in Ricky77768   ⌂ Ricky77768

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

EDUCATION

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

Relevant Computer Science Courses: Designing Functional Programs, Foundations of Sequential Programs, Algorithm Design & Data Abstraction, Data Structures & Data Management, Computer Organization & Design, Object-Oriented Software Development, Logic & Computation

EXPERIENCE

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 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
- Troubleshot 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

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