

# Ricky Lu

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## SKILLS

**Languages** Kotlin, Java, C#, C++, TypeScript, JavaScript, Python, HTML, CSS, SQL, GraphQL  
**Technologies** Android Studio, Jetpack Compose, RxJava, Apollo Kotlin, Mockito, JUnit, Koin, Charles Proxy, Firebase Crashlytics, Unity Engine, React.js, Three.js, Tailwind CSS, Cypress, Jenkins, Git, Perforce

## EDUCATION

**University of Waterloo** Sep 2020 - Apr 2025  
Bachelor of Computer Science Waterloo, ON  
Relevant Courses: Object Oriented Programming, Data Structures & Algorithms, Introduction to Artificial Intelligence, Database Systems, Data-Intensive Distributed Computing, Concurrent and Parallel Programming

## EXPERIENCE

**Royal Bank of Canada** [🔗](#) Jun 2025 - Present  
*Android Developer - Platform* Toronto, ON

- Integrating **new sign-in services** into the Android banking app, handling multi-step verification logic and maintaining compatibility with legacy systems through rigorous testing
- Developed security checkup features in **Kotlin** using **MVI architecture**, supporting **150K+ monthly users** with guided account protection and AI-generated security tips

**theScore Inc** [🔗](#) Sep 2024 - Dec 2024  
*Android Developer - Media Community* Toronto, ON

- Supported the development of threaded comments and reactions in theScore using **Kotlin**, **Jetpack Compose**, and **Koin** dependency injection, **doubling the number of users** interacting with news article comments

*Android Developer - Wagering* May 2024 - Sep 2024

- Implemented shared UI components in a **centralized GitHub repository** used by media and betting apps, using **Kotlin** and **MVVM architecture**, with unit tests in **JUnit** and **Mockito** to maintain **95%+ code coverage**

*Android Developer - Betting Ecosystem* Sep 2023 - Dec 2023

- Maintained theScore Media app by resolving crashes using **Kotlin**, **Charles Proxy**, and **Firebase Crashlytics**, ensuring a smooth experience for **1M+ monthly active users**

**Faire** [🔗](#) Jan 2023 - Apr 2023  
*Android Engineer* Waterloo, ON

- Redesigned one-to-one chat interface to support **group chat UI elements** with **Kotlin** and **Jetpack Compose**, facilitating efficient communication for **100K+** retailers both internally and with brands
- Implemented invoice filters using **RxJava** and strategically split invoice-related API calls to reduce load time by **50%**

**Behaviour Interactive** [🔗](#) May 2022 - Aug 2022  
*Game Programmer* Montréal, QC

- Developed modular **C# Unity components** for **Jurassic World Primal Ops**, a mobile game achieving **100K+ downloads**
- Architected a **reusable carousel view widget** that **10+** developers can inherit to customize and extend existing functionalities, streamlining future user interface development
- Integrated back-end processes with front-end UI using **TypeScript** for a paid rewards system to drive additional revenue

**Fleet Complete** [🔗](#) Sep 2021 - Dec 2021  
*Automation Developer* Waterloo, ON

- Researched and implemented a **Cypress automation framework** using **TypeScript**, integrating it into a **Jenkins CI/CD pipeline** to streamline testing efforts, ensuring developers receive fast and continuous feedback
- Revamped an existing login function to support **cross-browser testing** and reduce test execution time by **15 seconds**
- Implemented asynchronous functions for API endpoints to prevent race conditions, decreasing test instability by **90%**