

# Diego Cid

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## EDUCATION

### California State University, Long Beach

B.S. Computer Science

Expected Graduation: December 2025

GPA: 3.7

**Relevant Coursework:** Object Oriented Application Development, Database Fundamentals, System Programming, Software Development with frameworks, Data Visualization

### Cerritos College

A.S. Computer Science

Transferred: May 2023

GPA: 3.8

## TECHNICAL SKILLS

- **Programming Languages:** Python, SQL, NoSQL, C#, C++, Typescript, NextJS, Avalonia
- **Tools:** Git, PostgreSQL, MongoDB, Prisma, Streamlit, Docker, Apache Airflow, Atlassian Jira
- **Operating Systems:** MacOS, Linux, Windows
- **Languages:** English and Spanish

## WORK EXPERIENCE

### Student Assistant, Introduction to Computer Engineering & Computer Science

February 2025 - May 2025

California State University, Long Beach

- Managed the course alongside the professor to update assignments weekly.
- Evaluated and graded assignments, quizzes, and exams for **100+** students, delivering detailed feedback to support academic growth and improvement
- Developed a **Python** script to parse **Excel** attendance sheets automatically reducing processing time by **80%**.

## PROJECTS

### FIFA Club World Cup Data Pipeline & Dashboard - Data ingestion for soccer games

June 2025

- Engineered a **Dockerized ETL pipeline** with **Apache Airflow** to automate daily ingestion of match, player, and team data from the **ESPN public API** into **Supabase PostgreSQL**.
- Designed and implemented data transformation **workflows** to normalize raw JSON into **relational models** (matches, players, teams, stats) and optimized ingestion into a Supabase **PostgreSQL database**.
- Developed a **Streamlit dashboard** with interactive match timelines, performance trends, and tournament insights for users.

### Chess Engine - Chess game built in C#

March 2025

- Developed a **full chess engine and cross-platform GUI** in **C#** and **Avalonia UI**, supporting all chess rules, special moves, and advanced game states.
- Implemented a **Minimax-based AI opponent with async processing**, ensuring smooth real-time move evaluation and a responsive gameplay experience.
- Achieved **high reliability with 300+ automated tests** and a **GitHub Actions CI/CD pipeline** for continuous validation.

### Khrave - Social web application for foodies

October 2024

- Built a full-stack social platform in **Next.js**, **TypeScript**, and **TailwindCSS** during a 24-hour hackathon to help users share and discover custom food orders from popular restaurants.
- Implemented scalable backend architecture with **Prisma ORM** and **PostgreSQL**, enabling secure storage of user profiles, posts, and restaurant data.
- Designed a responsive, mobile-friendly UI and **RESTful APIs** for seamless browsing, posting, and interaction, showcasing expertise in modern **web development** and **database design**.

## LEADERSHIP EXPERIENCE

### Leetcode Club | Founding Secretary

August 2025 - Present

- Co-founded and served as Secretary of LeetCode Club, establishing a student-led community focused on preparing for technical interviews through collaborative problem-solving.
- Boosted member participation by introducing raffles and interactive activities, increasing consistency in practice and overall club engagement.