

# Roman DiDomizio

rodi1364@colorado.edu | (214) 901-3341 | Boulder, CO

[Personal Website](#) | [LinkedIn](#) | [GitHub](#)

## EDUCATION

**Bachelor of Science in Computer Science** | University of Colorado Boulder | Boulder, CO | GPA: 3.3

**Expected Graduation:** May 2025

## SKILLS

**Languages:** Python, C/C++, Java, JavaScript, TypeScript, SQL, HTML/CSS

**Frameworks & Libraries:** NumPy, Pandas, Flask, JavaFX, Gatsby.js, Node.js

**Other Tools:** Git, Docker, Agile, Plane, PostgreSQL, MySQL, Figma, OpenGL

## EXPERIENCE

**Tech Director** | HackCU | Boulder, CO | *August 2024 - Present*

- Leading two developers to enhance hackcu.org, built with TypeScript, Gatsby.js (React + GraphQL) and Node.js.
- Overseeing the development of a new website for our annual hackathon in Spring, hosting 200+ participants.
- Managing project timelines using Agile and Plane, assigning tasks, and ensuring team alignment with key milestones.
- Collaborating with cross-functional teams to implement design and technical updates for multiple student workshops.

**Technical Lead** | Sugar | Boulder, CO | *August 2024 - Present*

- Leading a team of six to develop Sugar, an app that reduces food waste by enabling neighborhood food sharing.
- Building an MVP using React Native, including a marketplace for amateur chefs and bakers to sell homemade goods.
- Iterating on the business model and product features through Agile sprints and user feedback.

## PROJECTS

**3D Alien Planet Adventure** | Computer Graphics | *Fall 2024*

- Developing an interactive 3D space exploration game featuring alien planets and cities using C, OpenGL, and GLUT.
- Applying techniques in 3D transformations, camera controls, and real-time rendering for dynamic environments.
- Updating the project weekly on GitHub, with the goal of a fully interactive game by the semester's end.

**Property Predictor** | Data Science | *Summer 2024*

- Cleaned and engineered a dataset of over 500,000 property records using Python.
- Utilized Pandas, Seaborn, and Scikit-learn to build and evaluate multiple regression models.
- Addressed potential biases and ensured fair outcomes in the predictive analysis using Matplotlib and Plotly.

**Mountain Hike Planner** | Object-Oriented Analysis & Design | *Spring 2024*

- Developed an interactive, object-oriented desktop application in Java using JavaFX and Jackson.
- Applying Singleton, Factory, Observer, and Strategy patterns for optimal code structure.
- Ensured application robustness with unit and BDD testing, achieving 80% code coverage.

**A Love Letter to Love Letter** | Software Development | *Summer 2023*

- Built a full-stack web-based card game using Python, Flask, PostgreSQL, JavaScript, and HTML/CSS.
- Collaborated with a team of four, managing version control and development through Git and Trello.
- Applied Agile (Scrum) for project management and iterative development.

**Dungeon Escape** | C++ Programming | *Fall 2023*

- Developed a terminal-based C++ dungeon escape game with randomized levels, treasure encounters, and enemy AI.
- Achieved 100% error-free code through rigorous testing and GDB, demonstrating proficiency in C++.

## AFFILIATIONS

**Generative AI Club** | Member | University of Colorado Boulder | *February 2024 - Present*

- Participating in discussions on the latest news and developments in generative AI technologies.

**Game Development & Graphics Club** | Member | University of Colorado Boulder | *September 2023 - Present*

- Gaining insights on game development and design fundamentals, while collaborating on game ideas.

**D1 Ice Hockey** | Player | University of Colorado Boulder | *August 2022 - Present*

- Committed to a minimum of 20 hours per week to compete at a highly competitive collegiate level.

## ADDITIONAL EXPERIENCE

**Valet/Bell** | St. Julien Hotel & Spa | Boulder, CO | *June 2024 - August 2024*

**Valet** | Lone Star Valet | Dallas, TX | *July 2021 - July 2022*

**Detail** | Carmel Car Wash | Frisco, TX | *August 2018 - July 2021*