

# Roman Di Domizio

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## EDUCATION

**Master of Science in Artificial Intelligence & Graduate Certificate in Engineering Management** Boulder, CO (Remote)  
*University of Colorado Boulder* Expected May 2027

**Bachelor of Science in Computer Science** Boulder, CO  
*University of Colorado Boulder* | GPA: 3.4 August 2022-May 2025  
*ACHA D1 Ice Hockey Player:* Dedicated ~30 hours weekly to compete at the ACHA D1 level for three years  
*Coursework:* Startup Essentials, LLMs, Intro to AI, Cognitive Science, Data Science, Software Development, Database Systems

## SKILLS

**Programming Languages:** Python, C++, TypeScript, JavaScript, SQL  
**AI/ML Engineering:** RAG (LlamaIndex, ChromaDB), LLM APIs, prompt engineering, agentic frameworks (LangGraph)  
**Modeling & Alignment:** RLAIIF, RLHF, constitutional AI, fine-tuning (MLX, LoRA/QLoRA), evaluation (LangSmith)  
**Tools & Platforms:** FastAPI, Streamlit, Ollama, Jupyter, NumPy, Pandas, scikit-learn, Git, GitHub Actions  
**Application Development:** React, React Native, Node.js, MongoDB, MySQL, Unreal Engine 5  
**Product & Strategy:** Agile (Scrum, Kanban), product roadmapping, technical specification, Notion, Jira, Figma, Miro

## EXPERIENCE

**AI & Product Intern (Contract)** Denver, CO (Hybrid)  
*WeOwn Labs* July 2025–Present

- Provide full-time contract support across AI agent research, product operations, and software engineering
- Execute weekly deliverables via FluentBoards, including smart contracts, agentic frameworks, and content systems
- Support the design and delivery of AI learning cohorts, contributing to technical curriculum, tools, and documentation
- Collaborate with leadership on Web3 integrations, system architecture, and operational strategy for cross-functional work

**AI Product Lead (Internship)** Berkeley, CA (Remote)  
*The Verse (WalkXR)* March 2025–July 2025

- Led AI product strategy and authored the 0-to-1 roadmap for a multi-agent OS using Scrum and Kanban
- Designed the agentic framework with LangGraph orchestration and LangSmith evaluation
- Engineered the core RAG system (Python, LlamaIndex, ChromaDB) for multi-agent knowledge retrieval
- Developed a constitutional AI safety layer and RLAIIF/DPO loop for continuous model alignment
- Scoped the integration path to Unreal Engine 5 via FastAPI, enabling real-time avatar control via NVIDIA R2X

**Co-Founder & Software Engineer** Boulder, CO  
*Sugar (Capstone)* | [github.com/romandidomizio/Sugar.git](https://github.com/romandidomizio/Sugar.git) September 2024-May 2025

- Developed a mobile app with React Native, Expo, and TypeScript, delivering a smooth user experience
- Engineered a scalable and secure backend (Node.js, MongoDB) to manage user data and transactions
- Led Agile product iterations in Jira, from scoping to MVP launch with real user feedback
- Set up CI/CD with GitHub Actions for automated testing and streamlined deployment

**Tech Director** Boulder, CO  
*HackCU* | [hackcu.org/hackcu11](https://hackcu.org/hackcu11) August 2024-May 2025

- Led full-cycle web development for HackCU 11, Colorado's largest collegiate hackathon, with ~190 participants
- Designed and built a custom ski-themed website using Figma, React, TypeScript, and Tailwind
- Ran Scrum with GitHub Actions and Jira, syncing cross-functional updates on schedule for the three-day event

## PROJECTS

**LLMfeed** Spring 2025  
[github.com/romandidomizio/LLMfeed.git](https://github.com/romandidomizio/LLMfeed.git) Course: Future of Programming: LLMs?

- Built a fully automated AI-news video pipeline using Python, OpenRouter, and MoviePy for content, voice, and editing

**Mancala AI Agent** Fall 2024  
[github.com/lugo7099/Mancala.git](https://github.com/lugo7099/Mancala.git) Course: Introduction to Artificial Intelligence

- Engineered a Minimax-based Mancala agent in Python that wins 97–99% of simulated matches using custom heuristics

**3D UFO Adventure** Fall 2024  
[github.com/romandidomizio/3D-UFO-Adventure.git](https://github.com/romandidomizio/3D-UFO-Adventure.git) Course: Computer Graphics

- Created a 3D cyber-city in OpenGL and C with user-controlled UFO navigation, lighting, and real-time rendering