

Roman Di Domizio

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EDUCATION

Master of Science in Artificial Intelligence | Graduate Certificate in Engineering Management
University of Colorado Boulder

Boulder, CO (Remote)
Expected May 2027

Bachelor of Science in Computer Science

University of Colorado Boulder | GPA: 3.4

Boulder, CO
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, TypeScript, JavaScript, SQL

AI/ML Engineering: RAG (LlamaIndex, ChromaDB), LLM APIs, prompt engineering, agentic frameworks (LangGraph)

Modeling & Alignment: RLAIIF, RLHF, constitutional AI, fine-tuning (LoRA/QLoRA), evaluation (LangSmith)

Tools & Platforms: Docker, Git, GitHub Actions, Streamlit, FastAPI, Jupyter, NumPy, Pandas, scikit-learn, Ollama

Application Development: React Native, Node.js, MongoDB, MySQL, Unreal Engine 5, WordPress (Fluent stack)

Product & Systems: Agile (Scrum, Kanban), Notion, Jira, Figma, Miro, StoryBrand, n8n, Unlock Protocol

EXPERIENCE

AI & Product Intern (Contract)

WeOwn Labs

Denver, CO (Hybrid)

July 2025–Present

- Build agentic workflows using Eliza OS, LangGraph, kagent, and Unlock Protocol in Docker containers
- Automate operations across WordPress and the Fluent stack with n8n to support AI cohort engagement
- Create reusable slide decks, forms, and playbooks with StoryBrand and WPCode for AI agency toolkits

AI Product Lead (Internship)

The Verse

Berkeley, CA (Remote)

March 2025–July 2025

- Led product foundation for a multi-agent OS, with an Agile roadmap, team setup, and pre-LangGraph architecture
- Engineered a modular RAG system as a shared knowledge base for all agents with Python, LlamaIndex, and ChromaDB
- Designed a constitutional AI layer and RLAIIF/DPO training loop to support long-term model alignment
- Scoped FastAPI-based integration to Unreal Engine 5, enabling real-time avatar control via NVIDIA R2X

Co-Founder & Software Engineer

Sugar (Capstone) | github.com/romandidomizio/Sugar.git

Boulder, CO

September 2024–May 2025

- Developed a mobile app with React Native, Expo, TypeScript, and RN Paper, delivering a unique user experience
- Engineered a scalable and secure backend with Node.js and MongoDB to manage user data and transactions
- Led a six-person Scrum team with Jira, from scoping and Figma wireframes to MVP launch with user feedback
- Set up CI/CD with GitHub Actions for automated testing and streamlined deployment

Tech Director

HackCU | hackcu.org/hackcu11

Boulder, CO

August 2024–March 2025

- Led the redesign of HackCU's ski-themed website for Colorado's largest annual collegiate hackathon (~190 attendees)
- Co-developed the site using Figma, React, TypeScript, and Tailwind, ensuring performance and style consistency
- Led a three-person Scrum team using Plane and GitHub, coordinating updates that helped boost attendance by 58%

PROJECTS

Autonomous Deep-Space Navigation

github.com/romandidomizio/space-autonomy

Personal Project

July 2025–Present

- Designing an agentic AI system for deep-space trajectory planning and anomaly response with LangGraph and GMAT

LLMfeed

github.com/romandidomizio/LLMfeed.git

Course: Future of Programming: LLMs?

March 2025–May 2025

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

Mancala AI Agent

github.com/lugo7099/Mancala.git

Course: Introduction to Artificial Intelligence

October 2024–December 2024

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

3D UFO Adventure

github.com/romandidomizio/3D-UFO-Adventure.git

Course: Computer Graphics

September 2024–December 2024

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