Roman DiDomizio

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OVERVIEW

Technical product manager with a CS background and hands-on experience in agentic AI systems and full-stack development. Skilled in designing LLM pipelines and leading product iterations. Co-founder of a mobile app for sustainable community engagement.

EDUCATION

Master of Science in Artificial Intelligence + Graduate Certificate in Engineering Management
University of Colorado Boulder | Remote | In Progress, Expected May 2027

Bachelor of Science in Computer Science
University of Colorado Boulder | Boulder, CO | August 2022-May 2025 | GPA: 3.4
ACHA D1 Ice Hockey Player: Dedicated 20+ hours weekly to compete at the ACHA D1 level
Coursework: Entrepreneurial Projects, LLMs, Intro to AI, Cognitive Science, Data Science, Web Design, Data Structures, Algorithms

SKILLS

Programming Languages: Python, C++, TypeScript, JavaScript, HTML/CSS, Apps Script
AI Systems: RAG (LlamaIndex + ChromaDB), High-EQ Agent Design, Reinforcement Learning (RL), Multi-Agent Orchestration
Frameworks: LangChain, LangGraph, NeMo Guardrails, CrewAI, Pandas, Matplotlib, Streamlit, Flask, React, React Native, Tailwind
Platforms & Tools: LangSmith, Ollama, OpenRouter, Modal, Retool, Git, Jupyter, Docker, MongoDB, Unreal Engine 5.3
Product & Team Ops: Notion, Airtable, Jira, Linear, Figma, Miro, Agile Methodologies (Scrum, Kanban, Lean)

EXPERIENCE

Technical Product Manager Intern - AI & Immersive Design | The Verse (WalkXR) | Remote | *March 2025–Present*
- Leading AI product development for WalkXR, a gamified therapeutic platform for emotional health and well-being
- Managing three Agile workflows in Notion with Kanban boards, sprint planning, Miro diagrams, and 0 to 1 roadmaps
- Built an LLM simulation system using Sheets and Apps Script with an OpenRouter API to generate synthetic training data
- Replaced live testing with persona-driven simulations, increasing iteration speed and training data volume by over 500%
- Prototyping high-EQ agents using Python, LangGraph, RAG, RL, CrewAI, and NeMo Guardrails, deployed via Flask API
- Translating agent simulation output into UX and tuning insights using LangSmith, Pandas, and Streamlit dashboards
- Independently developed a WalkXR demo in UE 5.3 as an onboarding project; now managing it as the core proof-of-concept

Co-Founder | Sugar | Boulder, CO | *September 2024-May 2025* | github.com/romandidomizio/Sugar.git
- Led full-stack development of Sugar's mobile app using React Native with Expo and TypeScript for a clean UI/UX
- Architected backend systems with Node.js and MongoDB, focused on scalability and security optimization
- Oversaw Agile (Lean, Kanban) processes with Jira to align technical efforts with product vision
- Established robust CI/CD pipelines via GitHub and Heroku to ensure efficient testing and deployment
- MVP completed and tested with local Boulder businesses as a digital storefront and farmers market alternative

Tech Director | HackCU | Boulder, CO | *August 2024-May 2025* | hackcu.org/hackcu11
- Led full-cycle web development for HackCU 11, Colorado's largest collegiate hackathon, with 187 participants
- Designed and built a custom ski-themed website using Figma, React, TypeScript, and Tailwind CSS
- Managed a small team using Agile (Scrum), GitHub, and Plane; integrated updates from cross-functional teams
- Mentored a junior tech team member for transition into the new Tech Director role for HackCU 12

PROJECTS

LLMfeed | Future of Programming: LLMs? | *Spring 2025* | github.com/romandidomizio/LLMfeed.git
- Built an automated AI-content pipeline (Python/Flask) using OpenRouter & prompt engineering for script/visual generation
- Engineered backend multimedia workflows (pydub, MoviePy), automating TTS integration & dynamic video editing

3D UFO Adventure | Computer Graphics | *Fall 2024* | github.com/romandidomizio/3D-UFO-Adventure.git
- Created a graphically complex 3D cyber-city simulation with UFO navigation using advanced OpenGL techniques and C
- Applied 3D modeling, texturing, blending, and dynamic lighting to create an immersive, user-controlled experience

AI Mancala Player | Introduction to Artificial Intelligence | *Fall 2024* | github.com/lugo7099/Mancala.git
- Developed an AI agent for Mancala in Python, leveraging Minimax and Alpha-Beta Pruning for optimal decision-making
- Designed a heuristic evaluation function and simulation framework that outperforms players with a 97-99% win rate

Mountain Hike Planner | Object-Oriented Analysis and Design | *Spring 2024* | github.com/romandidomizio/Hike-Planner.git
- Designed an interactive Java desktop app for hikers to customize gear selection using JavaFX and Jackson
- Applied Singleton, Factory, Observer, and Strategy patterns, with unit and BDD testing, ensuring 80% code coverage

A Love Letter to Love Letter | Software Development Methods | *Summer 2023* | github.com/CCoakley6/CSPB3308Group5.git
- Developed a full-stack web-based card game using Python, Flask, PostgreSQL, JavaScript, and HTML/CSS
- Collaborated with a team of four using GitHub, Trello, and Agile (Scrum) for development and project management