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, TypeScript, JavaScript, SQL
AI/ML Engineering: RAG (LlamaIndex, ChromaDB), LLM APIs, prompt engineering, agentic frameworks (LangGraph)
Modeling & Alignment: RLAIF, 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)*   *Denver, CO (Hybrid)*
WeOwn Labs   *July 2025–Present*
- Build multi-agent RAG systems with ElizaOS, LangGraph, and Docker on GCP to support decentralized cohorts
- Automate onboarding and task creation across WordPress and Fluent using n8n and custom LLM pipelines
- Build internal workflows and reusable UIs with WPCode, Fluent Snippets, and StoryBrand for scalable agency rollout

AI Product Lead *(Internship)*   *Berkeley, CA (Remote)*
The Verse   *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 RLAIF/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   *Boulder, CO*
Sugar (Capstone) | github.com/romandidomizio/Sugar.git   *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   *Boulder, CO*
HackCU | hackcu.org/hackcu11   *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   *Personal Project*
github.com/romandidomizio/space-autonomy   *July 2025–Present*
- Designing an agentic AI system for deep-space trajectory planning and anomaly response with LangGraph and GMAT

LLMfeed   *Course: Future of Programming: LLMs?*
github.com/romandidomizio/LLMfeed.git   *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   *Course: Introduction to Artificial Intelligence*
github.com/lugo7099/Mancala.git   *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   *Course: Computer Graphics*
github.com/romandidomizio/3D-UFO-Adventure.git   *September 2024–December 2024*
- Created a 3D cyber-city in OpenGL and C with user-controlled UFO navigation, lighting, and real-time rendering