

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: RLAIIF, RLHF, constitutional AI, fine-tuning (LoRA/QLoRA, MLX), evaluation (LangSmith)
Tools & Platforms: Streamlit, FastAPI, Jupyter, NumPy, Pandas, scikit-learn, Ollama, Git, GitHub Actions, Docker
Application Development: React Native, Node.js, MongoDB, MySQL, Unreal Engine 5
Product & Strategy: Agile (Scrum, Kanban), product roadmapping, technical documentation, 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 Dockerized deployments
- Own weekly deliverables via FluentBoards, spanning agentic frameworks, workflow automation, and web development
- Support the design and delivery of AI learning cohorts, contributing to curriculum design, tools, and documentation

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

- Led product and technical foundation for a multi-agent OS, with 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 *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 Agile product sprints in Jira for a team of 6, 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
- Ran Scrum for a three-person 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