

# Roman Di Domizio

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## OVERVIEW

Product-focused CS graduate with hands-on experience in AI systems, team coordination, and technical operations. Proven ability to translate a product vision into a technical roadmap and lead agile teams from concept to execution. Driven to support mission-oriented programs through clear communication, data-driven decision making, and organized development.

## EDUCATION

### Master of Science in Artificial Intelligence + Graduate Certificate in Engineering Management

University of Colorado Boulder | Remote | 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: Startup Essentials, LLMs, Intro to AI, Cognitive Science, Data Science, Software Development, Algorithms

## SKILLS

**Programming Languages:** Python, C++, TypeScript, JavaScript

### Artificial Intelligence & Machine Learning:

- *Engineering:* Retrieval-Augmented Generation (LlamaIndex, ChromaDB), LLM API integration, prompt engineering
- *Research & Architecture:* multi-agent systems (LangGraph, CrewAI), reinforcement learning (RLHF), model fine-tuning (LoRA/QLoRA), model observability (LangSmith), constitutional AI (Anthropic)
- *Tools & Platforms:* FastAPI, Streamlit, NeMo Guardrails, OpenRouter, Ollama, Modal, Jupyter

**Application Development:** React, React Native, Node.js, MongoDB, MySQL, Tailwind, Git, GitHub Actions, Unreal Engine 5

**Product & Strategy:** Agile (Scrum, Kanban), product roadmapping, technical specification, Notion, Jira, Figma, Miro

## EXPERIENCE

### AI Product Lead Intern | The Verse | Remote | March 2025–Present

- Led the AI initiative for The Verse's therapeutic platform, WalkXR, establishing the product vision for an agentic framework
- Translated the vision into a product roadmap, scaling from a single-agent MVP to a multi-agent OS with fine-tuned LLMs
- Defined the OS strategy, including LangGraph orchestration, RAG, RLHF agent training, and LoRA/QLoRA fine-tuning
- Architected and built an LLM simulation system to generate synthetic data for AI agent training and evaluation
- Prototyped foundational agent architecture using Python (FastAPI, RAG) and drove human testing with Streamlit demos
- Owned the product lifecycle for two Scrum teams (AI/Sim, Platform), managing the backlogs and roadmaps in Notion
- Authored the AI fundraising thesis, translating technical strategy into a compelling investor narrative to support seed funding
- Owned the flagship Unreal Engine 5.3 demo, from initial build to serving as a platform for stakeholder showcase

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

- Owned the full-stack development of a mobile app using React Native and TypeScript, delivering a user-centric UI/UX
- Architected a scalable and secure backend using Node.js and MongoDB to handle user data and business transactions
- Managed the end-to-end product lifecycle using Agile (Kanban) and Jira to align development with business goals
- Implemented a CI/CD pipeline with GitHub Actions to automate testing and streamline deployments
- Successfully launched an MVP, securing initial user testing and product feedback from local Boulder businesses

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

- 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
- Mentored successor, handing off CI pipeline, docs, and director duties for HackCU 12

## PROJECTS

### LLMfeed | Future of Programming: LLMs? | Spring 2025 | [github.com/romandidomizio/LLMfeed.git](https://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

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

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