

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, MLX), evaluation (LangSmith)

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

Application Development: React Native, Node.js, MongoDB, MySQL, Unreal Engine 5

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

EXPERIENCE

AI & Product Intern (Contract)

WeOwn Labs

Denver, CO (Hybrid)

July 2025–Present

- Provide full-time contract support across AI agent research, product operations, and software engineering
- Execute weekly deliverables via FluentBoards, including smart contracts, agentic frameworks, and content systems
- Support the design and delivery of AI learning cohorts, contributing to technical curriculum, tools, and documentation

AI Product Lead (Internship)

The Verse

Berkeley, CA (Remote)

March 2025–July 2025

- Led product and technical foundation for a multi-agent OS, with roadmap, team setup, and LangGraph-ready architecture
- Engineered a modular RAG system (Python, LlamaIndex, ChromaDB) as a shared knowledge base for all agents
- 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 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

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
- Ran Scrum for a three-person 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