

# 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)  
Graduating 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:** LangGraph, RAG (LlamaIndex, ChromaDB), LLM APIs (Ollama, OpenRouter), prompt engineering

**Modeling & Alignment:** RLAIIF, RLHF, constitutional AI, fine-tuning (LoRA/QLoRA), evaluation (LangSmith)

**Tools & Platforms:** Docker, Kubernetes, DigitalOcean, GCP, Vaultwarden, Heroku, Git/GitHub, Streamlit, Jupyter, n8n

**Application Development:** React Native, Node.js, MongoDB, MySQL, Unreal Engine 5, WordPress (Fluent stack)

**Product & Systems:** Agile (Scrum, Kanban), Notion, Jira, Figma, Miro, decentralized infrastructure

## EXPERIENCE

**AI & Product Intern (Full-Time/Contract)**

WeOwn Labs

Denver, CO (Hybrid)

July 2025–Present

- Research, prototype, and present decentralized agentic systems for peer learning groups and event deployment
- Automate internal operations and onboarding using n8n, ElizaOS, WordPress, Docker, and Kubernetes on DigitalOcean
- Document privacy-first playbooks enabling replicable, AI-powered workflows across agency and cohort programs

**AI Product Lead (Internship)**

The Verse

Berkeley, CA (Remote)

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 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](https://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 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**

HackCU | [hackcu.org/hackcu11](https://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)
- Managed a three-person Scrum team using Plane and GitHub, coordinating updates that helped boost attendance by 58%
- Assisted development using Figma, TypeScript, and Tailwind, ensuring performance and style consistency

## PROJECTS

**Autonomous Deep-Space Navigation**

[github.com/romandidomizio/space-autonomy](https://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](https://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](https://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](https://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