

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 *Graduating 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: LangGraph, RAG (LlamaIndex, ChromaDB), LLM APIs (Ollama, OpenRouter), prompt engineering
Modeling & Alignment: RLAI, 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*) *Denver, CO (Hybrid)*
WeOwn Labs *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*) *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 RLAI/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)
- 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 *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