

CJ INDART

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EDUCATION

Stanford University

Stanford, CA

Master of Science

Aug. 2025 - Present

- **School of Engineering:** Computer Science | **Field of Study:** Artificial Intelligence
Relevant Coursework: NLP with Deep Learning · Spoken Language Processing · ML with Graphs · Deep Learning for Computer Vision · AI Principles & Techniques

Bachelor of Science

Aug. 2021 - Jun. 2025

- GPA: 3.9
- **Major:** Computer Science | **Field of Study:** Human-Computer Interaction
- **Activities:** Kappa Alpha - Resident Associate 2024-2025: managed house operations and conflicts of 50+ members, Volunteer at middle school in Palo Alto with The Circuit EPA program helping students gain technological skills

EXPERIENCE

VIA - CS 210A/B (NVIDIA)

Stanford, CA

AI Engineer & Technical PM

Jan. 2026 - Present

- Built VIA's end-to-end agentic pipeline in Python - ingesting regulatory and OSM geospatial data, orchestrating NVIDIA NIM inference calls, and auto-generating AV safety scenarios and evaluation summaries
- Owned full product lifecycle: architecture, codebase contributions, and stakeholder-facing delivery - bridging engineering and customer needs simultaneously
- Deployed full-stack web application on Vercel backed by Supabase, integrating OpenStreetMap geospatial data and NVIDIA NIMs/APIs to serve AI-generated insights directly to California DMV stakeholders
- Pitched and proposed VIA as a subscription service to California DMV, translating technical capabilities into a concrete business case for a government customer

4RGE LLC

Stanford, CA

Developer

Feb. 2025 - Jul. 2025

- Mobile engineer on a 3-person team; designed, built, and shipped a React Native app for NFL wide receiver Equanimeous St. Brown from Figma mockup to App Store MVP in under 6 months
- Architected full frontend in React Native and all backend integrations including Stripe for payments and Firebase for auth and real-time data, enabling athletes to book personalized 1:1 coaching sessions - zero critical post-launch defects
- Managed distributed codebase via GitHub branching strategy; delivered on a professional-athlete timeline with zero missed milestones

The Market

Stanford, CA

Co-Founder & Technical Lead

Dec. 2023 - May 2024

- Built a peer-to-peer marketplace MVP in Flutter from scratch - ideation → Figma design → production prototype - in a single academic quarter while carrying a full course load
- Drove every technical decision: stack selection, UI/UX system, data model, and third-party integrations; pitched and iterated with industry advisors to sharpen product-market fit

Ajax DRIVE

Palo Alto, CA

Business & Investment Intern

Jul. 2024 - Aug. 2024

- Competitively selected for a Stanford student-athlete program inside a healthcare-tech investment firm with \$2B+ deployed capital; developed business-case fluency to engage directly with founders and executives

ATHLETICS

NCAA Division I Varsity Men's Water Polo

Stanford, CA

Team Captain & Athlete

Jun. 2021 - Dec. 2025

- 2025 Team Captain · NCAA Championship Semi-Finalist (2024 & 2025) · Academic All-American (2022-2025) · ACWPC All-Academic Outstanding · MPSF & ACC Academic Honor Rolls
- Served as a primary point of contact for prospective recruits and their families during the decision process - led campus visits and 1:1 calls to address concerns, build trust, and close commitments

SKILLS

- **Languages:** Python · JavaScript · TypeScript · C · C++ · Dart (Flutter) · React Native
- **AI/ML:** NLP · Deep Learning · Computer Vision · ML with Graphs · LLM Integration · PyTorch
- **Tools:** Figma · GitHub · Agile · Full-stack mobile (iOS & Android) · Supabase · Firebase · Vercel · REST APIs
- **Activities & Interests:** Water polo, cornhole, backcountry backpacking, fly fishing, piano, building apps, Mac & Cheese