

Logan Valeski

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Skills

Languages: Python, C++, TypeScript, SQL, Kotlin (exposure), Dart

Systems: Linux/Unix, Command Line, CI/CD

Frameworks: Looker, BigQuery, React Native, Flutter, HuggingFace, Flask

Domains: Data pipelines, Full-stack development, Robotics learning (diffusion policy training), Developer tooling, SDK integration

LeRobot HuggingFace Hackathon

Competitor

June 2025

- ↳ Trained an SO-ARM101 robot to autonomously sort chess pieces by collecting, cleaning, and labeling 100 teleoperated demonstration episodes
- ↳ Fine-tuned a Pi0 diffusion policy model, achieving reliable grasp-and-sort success rates on novel configurations
- ↳ Dataset: https://huggingface.co/logancv/chess_pickup
- ↳ Trained model: https://huggingface.co/datasets/logancv/chess_piece_sorter

Waking Up App (wakingup.com)

Data Engineer

Summer 2025

- ↳ Designed and maintained production data pipelines using BigQuery, Looker, and Amplitude to support weekly app releases and business-critical decision making
- ↳ Migrated core analytics infrastructure from Postgres to BigQuery, increasing modeling throughput and reducing dashboard latency by ~40%
- ↳ Built Python-based reporting tooling used daily by the data team, eliminating multiple hours of manual work each week
- ↳ Implemented automated data integrity tests to verify instrumentation correctness across mobile releases

Stream (getstream.io)

Flutter SDK Software Engineer - Intern

Summer 2024

- ↳ Built and shipped a production example app demonstrating Stream's Live Video/Chat SDK, now used in customer onboarding and internal QA workflows
- ↳ Collaborated with Android and Flutter teams to optimize video performance and reliability across real-time messaging paths
- ↳ Developed a TypeScript + HuggingFace documentation assistant that reduced developer support load by enabling automated API-level answers

Freeplay AI (freeplay.ai)

Full-Stack Software Engineer - Intern

Summer 2023

- ↳ Helped architect an evaluation platform for generative AI using Flask, SQL, and Python, with a focus on stable experiment tracking and reproducibility
- ↳ Proposed and prototyped a proxy-based data isolation model that improved SOC2 alignment during early compliance planning
- ↳ Conducted competitive and user-flow analyses that accelerated product-market fit discovery

Meandering Sleep (meanderingsleep.com)

Founder + Developer

2024 - Present

- ↳ Designed and built a cross-platform (iOS/Android) audio generation application using React Native, ElevenLabs, and Cartesia
- ↳ Implemented a full CI/CD pipeline (Codemagic → App Store / Play Store), enabling automated deployments and reproducible builds
- ↳ Built a custom CMS for remote audio asset management with authentication, upload, deletion, and monitoring of production files
- ↳ Won **1st Place out of 160 teams** in the Fordham Foundry Pitch Challenge

Fordham University

Computer Science Undergraduate

2022 - 2026