

# Logan Valeski

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## Skills

**AI Workflows:** Strong in current Claude Code agentic tooling

**Languages:** Python, C++, TypeScript, SQL, Dart

**Mobile:** React Native, Flutter, CI/CD (App Store + Play Store), SDK integration

**Data:** BigQuery, Looker, Amplitude, pipeline design, QA

**General:** Git, REST APIs, Flask, HuggingFace, full-stack web development, developer tooling

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## Waking Up App / Sam Harris (Making Sense Podcast)

Data Engineer · [wakingup.com](http://wakingup.com) · [samharris.org](http://samharris.org)

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

## 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](https://huggingface.co/logancv/chess_pickup)
- Trained model: [https://huggingface.co/datasets/logancv/chess\\_piece\\_sorter](https://huggingface.co/datasets/logancv/chess_piece_sorter)

## Stream

Flutter SDK Software Engineer - Intern · [getstream.io](https://getstream.io)

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 RAG chatbot based on all of Stream's SDK documentation now used on its website

## Freeplay AI

Full-Stack Software Engineer - Intern · [freeplay.ai](https://freeplay.ai)

Summer 2023

- Helped architect an evaluation platform for generative AI using Flask, SQL, and Python, with a focus on stable experiment tracking and reproducibility of generations
- 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

Founder + Developer · [meanderingsleep.com](https://meanderingsleep.com)

2024 - Present

- Designed and built a cross-platform (iOS/Android) AI generated (text-to-speech) sleep story app 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

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## Fordham University

Computer Science Undergraduate

2022 - 2026