JEHANZEB ALI

FOUNDER AND CEO AI PRODUCT BUILDER GAME DEVELOPER

Karachi, Pakistan
jehanzebali111@gmail.com +92 321 2281328
LinkedIn tableside.pk valar.digital Portfolio

PROFILE

AI-forward startup founder and software engineer with 6 years of experience shipping products across AI SaaS, Roblox, VR and mobile. Founder and CEO of TableSide, which launched Asia's first AR menus using an automated photo-to-3D pipeline. Founder of Valar, an AI gateway that redacts PII before prompts reach LLM providers (94% recall, 96% precision on a 400-prompt golden set). Background in game development with Lua, Unity, Unreal Engine and Roblox Studio, including work on titles with 400k+ daily active users. Hands-on with fine-tuning, evaluating and serving open-weight LLMs on an NVIDIA DGX Spark, and building agentic AI workflows. Strong in product strategy, performance optimization, remote team coordination and taking products from idea to launch.

EXPERIENCE

TABLESIDE, FOUNDER AND CEO

Jul 2026 to present Karachi, Pakistan tableside.pk

- Lead company strategy, product and growth for a SaaS that turns phone photos of dishes into 3D models for AR menus and marketing banners, with a fully automated pipeline of about 10 minutes per dish and no manual input.
- Launched Asia's first AR menus with 5+ restaurant brands: 130+ dishes modelled and 4,000 diner scans in 4 weeks.
- Architected for low marginal cost (Cloudflare R2/CDN, Fly.io, Supabase, Vercel) at under $20 per menu per month.
- Shipped contactless ordering with POS integration and a review system with priority-based alerting.

VALAR, FOUNDER

AI gateway for enterprise LLM use Apr 2026 to present Karachi, Pakistan valar.digital

- Building an AI gateway for enterprise LLM use: a proxy layer between a company's users, apps and agents and third-party LLMs (OpenAI, Anthropic, Azure, Google) that detects and redacts PII and sensitive entities before any prompt leaves the company network.
- Designed the redaction policy engine (observe, alert, redact, block or require approval) and the audit trail; benchmarked detection recall at 94% (precision 96%) against a 400-prompt golden set with seeded PII, adding 7 ms at p95 to the pre-model path.
- Covers secrets and prompt-injection attacks in English, Urdu and Roman Urdu, CNIC detection and metadata-only audit logs; self-hosted or SaaS, sold through a 7-day risk-audit pilot.

VOLDEX, SOFTWARE ENGINEER

Feb 2025 to Apr 2026 Remote

- Developed and maintained Roblox experiences in Lua and Roblox Studio for a large, active player base, coordinating with designers and artists via Discord and Monday.
- Implemented performance optimizations that reduced memory usage and improved gameplay responsiveness.
- Introduced monetization features that increased player engagement and revenue, and streamlined Git workflows for the team.

REMIO VR, UNITY DEVELOPER

Nov 2020 to Feb 2025 Remote

- Built large-scale VR environments in Unity for titles including BeastCraft, AnimalBlocks and Remio, supporting 100k+ monthly active users.
- Cut loading times by 25% through code refactoring and resource optimization; integrated Blender assets and advanced physics systems.
- Shipped monthly patches and new features, planning sprints across time zones in Jira and Linear.

AI ENGINEERING

LOCAL LLM LAB, NVIDIA DGX SPARK

2025 to present Karachi, Pakistan

- Run a personal AI lab on an NVIDIA DGX Spark (Grace Blackwell, 128 GB unified memory) for fine-tuning, evaluating and serving open-weight LLMs locally.
- Fine-tune open-weight models with LoRA and QLoRA supervised fine-tuning using PyTorch and Hugging Face (Transformers, PEFT, TRL), including dataset curation, cleaning and formatting.
- Build evaluation sets to compare base and fine-tuned models on task accuracy, latency and cost before deploying.
- Quantize and serve models for low-latency local inference, the same setup that backs Valar's on-prem LLM option for clients who cannot send data to external providers.
- Design agentic AI workflows that chain LLM calls, tool use and retrieval (RAG) to automate multi-step tasks.

PROJECTS AND ACHIEVEMENTS

- Worked on NFL Football Universe on Roblox, a game with over 400k daily active users.
- Published 15+ VR experiences to the Meta Store and two mobile games to Google Play, including Kingdom Jump.
- Placed 3rd for Collaborative Games Development and 5th for Game Programming at the GVE showcase.
- Worked in multi-disciplinary teams of up to 19 people on The Bloodening (wave survival) and Rabid Racers (kart racing).
- Ran a short executive AI training for Siddiqsons leadership (Jun to Jul 2026), with workflow-automation pilots that moved 14 use cases into build.

EDUCATION

STAFFORDSHIRE UNIVERSITY

BSc (Hons) Games Design & Programming

- Second Class Honours. Graduated June 2020

SKILLS

AI AND LLM	LLM APIs (OpenAI, Anthropic), RAG pipelines, retrieval and groundedness evaluation, golden-set and eval design, prompt design, PII redaction and guardrails, prompt-injection detection, AI gateways and DLP, model cost optimisation, LLM fine-tuning (LoRA, QLoRA, SFT), PyTorch, Hugging Face (Transformers, PEFT, TRL), quantization, local/on-prem inference, NVIDIA DGX Spark, agentic workflows and tool use, NLP, LSTM, photo-to-3D pipelines
PRODUCT	Product strategy, roadmap ownership, go-to-market, pilot sales, stakeholder management, remote team coordination, Agile/Scrum
GAME DEVELOPMENT	Unity, Unreal Engine, Roblox Studio, VR/XR (Meta Quest), AR, physics systems, monetization design, performance optimization
PROGRAMMING	Lua/Luau, C#, C++, JavaScript/TypeScript, Python
CLOUD	Cloudflare R2/CDN, Fly.io, Supabase, Vercel, POS integrations
TOOLS	Git, Jira, Linear, Monday, Discord, Blender