JEHANZEB ALI

GAME DEVELOPER ROBLOX, UNITY AND VR FOUNDER

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LinkedIn tableside.pk valar.digital Portfolio

PROFILE

Game developer with 6 years of experience designing, coding and shipping games on Roblox, Unity VR, Unreal Engine and mobile. Worked on NFL Football Universe on Roblox (400k+ daily active users) and built VR titles such as BeastCraft and AnimalBlocks for 100k+ monthly active players, with 15+ experiences published to the Meta Store. Strong in gameplay programming in Lua/Luau and C#, performance optimization, monetization and live updates. Also founder of TableSide, an AR and real-time 3D startup, and Valar, an AI security product, bringing hands-on experience with 3D pipelines, LLMs and AI-assisted development to game teams.

EXPERIENCE

TABLESIDE, FOUNDER AND CEO

Jul 2026 to present Karachi, Pakistan tableside.pk

- Built an automated pipeline that turns phone photos of dishes into optimized 3D models for AR menus, at about 10 minutes per dish with no manual modelling.
- Launched Asia's first AR menus with 5+ restaurant brands: 130+ dishes modelled and 4,000 diner scans in 4 weeks.
- Kept real-time 3D delivery cheap at scale (Cloudflare R2/CDN, Fly.io, Supabase, Vercel), under $20 per menu per month.

VALAR, FOUNDER

Apr 2026 to present Karachi, Pakistan valar.digital

- Building an AI traffic firewall that detects and blocks sensitive data, secrets and prompt-injection attacks before they reach LLM providers, in English, Urdu and Roman Urdu.
- Designed the real-time policy engine (observe, alert, redact, block) and audit logging, with self-hosted and on-prem LLM deployment options.

VOLDEX, SOFTWARE ENGINEER

Feb 2025 to Apr 2026 Remote

- Developed and maintained Roblox experiences in Lua/Luau and Roblox Studio for a large, active player base.
- Implemented performance optimizations that reduced memory usage and improved gameplay responsiveness.
- Designed and shipped monetization features that increased player engagement and revenue.
- Coordinated with designers and artists via Discord and Monday to ship features on schedule.
- Streamlined Git workflows to improve team collaboration and code stability.

REMIO VR, UNITY DEVELOPER

Nov 2020 to Feb 2025 Remote

- Built large-scale VR environments in Unity for BeastCraft, AnimalBlocks and Remio, supporting 100k+ monthly active users.
- Cut loading times by 25% through code refactoring and asset and resource optimization.
- Implemented advanced physics systems and integrated Blender assets for immersive VR gameplay.
- Shipped monthly patches and new features over four years to sustain player retention.
- Collaborated across time zones using Jira and Linear for sprint planning and on-time delivery.

GAMES 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).

EDUCATION

STAFFORDSHIRE UNIVERSITY

BSc (Hons) Games Design & Programming

- Second Class Honours. Graduated June 2020

SKILLS

GAME ENGINES	Roblox Studio, Unity, Unreal Engine
PROGRAMMING	Lua/Luau, C#, C++, Python, JavaScript/TypeScript
GAMEPLAY AND SYSTEMS	Gameplay programming, client-server scripting, physics systems, VR/XR (Meta Quest), AR, mobile games, monetization design, live updates
PERFORMANCE	Profiling, memory optimization, load-time reduction, asset optimization
3D AND ART PIPELINE	Blender, photo-to-3D model generation, real-time 3D delivery
AI FOR GAMES	LLM integration, AI-assisted development, fine-tuning open-weight models (NVIDIA DGX Spark)
TOOLS AND PROCESS	Git, Jira, Linear, Monday, Discord, Agile/Scrum, remote team coordination