

Haider Ali

CEO, Researcher, Builder

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Summary

I'm an engineer and founder who learns by building, and I've been building since starting a 3D studio as a teenager. I'm driven by hard problems across software, hardware and AI, and by building technology that helps people focus in an increasingly distracted world. As co-founder and CEO of ClearZone, I raised a £15k SEIS round, wrote all of the software and took our first product to a consumer-ready, CE-certified, patent-pending device. I also lead KCL Robotics' humanoid program and built quantum error correction decoders at Turing BioSciences.

Education

BSc Artificial Intelligence & Computer Science

2025 to 2028 (expected)

King's College London

London

- Relevant coursework: Artificial Intelligence, Programming (Java), Linear Algebra, Calculus, Statistics, Logic.

A-Levels: Mathematics (A*), Computer Science (A*), Further Mathematics (A), Physics (A)

- Awarded an honorary academic scholarship by my college for top performance.

Experience

Head of Humanoid Development (Lead Engineer)

09/2026 to Current

KCL Robotics Society

London

- Lead KCL Robotics' Humanoid Development Program, designing the society's humanoid robot in-house, largely single-handedly.
- Designed the full mechanical CAD and degree-of-freedom layout, all electronic circuits, the compute architecture and the control software, integrating open-source actuators.
- Lead a five-person team through fabrication and assembly across two iterations: a partly assembled testbed for testing and research, and a second robot being assembled for public-facing use.

Founder & CEO

03/2026 to Current

ClearZone Digital Ltd

London

- Co-founded ClearZone to connect the purpose of physical spaces to how technology behaves in them. Our first product, FocusField, creates focus zones where supported devices automatically block chosen distractions.
- Raised a £15k SEIS angel round and now leading the pre-seed raise; selected for Strand House over summer 2026, a two-month hacker house funded by Backed VC and Strand Ventures (8 accepted, under 0.1% acceptance rate).
- Wrote all of the company's software, from secure device firmware to the mobile app, enterprise software and cloud infrastructure.
- Led product design and CAD for three hardware products, taking FocusField from prototype to a consumer-ready, CE-certified, patent-pending device through iterative prototyping, hardware debugging and design for manufacture.
- Lead a three-person founding team and run fundraising, investor relations, marketing, legal, compliance, certification and company administration.

Quantum & Machine Learning Research Intern

06/2026 to 09/2026

Turing BioSciences

Remote

- Developed and benchmarked decoding algorithms for quantum error correction, evaluating machine-learning decoders against established classical baselines.
- Worked directly with quantum computers, preparing real device data alongside simulated data so decoders could be tested under realistic noise.
- Built Python data-generation pipelines producing large-scale QEC datasets with known ground truth and engineered features for ML training and evaluation.
- Curated FASTA biological sequence datasets for ML-driven vaccine and drug development and mutation prediction, delivering data science projects across quantum and biotech workstreams.

AI/ML Researcher (Scholarship)

05/2025 to Current

Algoverse AI Research

- Lead a scholarship-funded research team investigating anchoring bias in large language models applied to medical diagnosis.
- Developing a novel fine-tuning approach that uses netnographic patient data to reduce cognitive bias in LLMs, and designed the experiments and evaluation metrics.

H3D Studios

- Founded and grew a 3D graphics and simulation studio to \$10K monthly recurring revenue, with clients including Snapdragon, Unity and the ATP and audiences in the hundreds of millions.
- Built custom simulation pipelines and led a small team across technical, creative and logistical roles, from creative direction to delivery.

Cosmic Simulation Specialist (Part-time)

03/2023 to 08/2025

Universi Studios

- Built a highly accurate, real-time black hole simulation for DARKFLOW, a space game developed in Unreal Engine 5.
- Designed and implemented astronomical simulations and environments, overseeing the game's space graphics so they reflect real-world physics while staying optimised and fully integrated into the engine.
- Worked with the development team on creative, real-time solutions to complex space graphics problems.

Projects

KCL Robotics Competitions (Head of Competitions)

Oversee the society's competition teams across the UKSEDS Mars Rover challenge, Unibots UK and RoboWars, leading a team of around ten in the UKSEDS Olympus Rover Trials and building a motion-capture pipeline in MediaPipe and Blender to simulate the rover's robotic arm.

kclmaths.com

Built and launched an interactive learning platform covering every first-year KCL AI and Computer Science module, with lessons, weekly quizzes, mock exams and visual demos. It became the main revision resource for over 70% of the Informatics cohort during exam season and attracted £200 in voluntary donations despite being completely free.

Quaternion Hyperfractals

Designed algorithms to compute and render 4D quaternion hyperfractals using custom spherical-coordinate formulations, then rendered 4D cross-section animations over two weeks on 8 RTX 4090s and 4 Tesla T4s, sponsored by Fox Renderfarm.

College Robotics Team (Founder & Lead Engineer)

Founded and led my college's robotics team, managing the budget, equipment, labs and competitions. Led the full design and build of our robot, from mechanical prototyping to electronics and embedded systems, and placed 2nd at a VEX Robotics regional tournament.

Also built

PantryPal, a cross-platform, AI-powered mobile app with a serverless cloud backend, and a recreation of Minecraft in Unreal Engine 5 using C++ with extended redstone logic.

Skills

Software: Python, C/C++, Java, TypeScript, JavaScript, Dart, SQL, Flutter, React, Node.js, Firebase, Google Cloud, Git

AI & Data: ML dataset curation, data preprocessing, LLM fine-tuning, model evaluation, quantum error correction, bioinformatics data, statistical inference

Hardware & Robotics: Embedded firmware, embedded security, circuit design, CAD, product design, design for manufacture, rapid prototyping, robot control software

Leadership & Business: Team leadership, fundraising, investor relations, product management, marketing, legal and compliance, CE certification

Graphics & Simulation: Unreal Engine 5, Blender, JangaFX, Adobe Creative Suite

Mathematics: Linear algebra, calculus, statistics, discrete mathematics, numerical methods, optimisation

Awards

HackLondon 2026, Hardware Track Winner: Won the hardware track with my team and over £1,000 in prizes.

AlgoVerse Academic Scholarship: Full scholarship to conduct AI/ML research with AlgoVerse.

Fox Renderfarm FGT3D "The Ruins" Challenge, 1st Place: One-year Fox Renderfarm sponsorship and \$2,000 in prizes.

BadNormals "World Inside a Glass" Competition, Winner: Scored 29/30 from a panel of three judges.

VEX Robotics Regional Tournament, 2nd Place: Placed 2nd with the robotics team I founded at college.