

AZMAT MINHAZ

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Instructional Designer | Educational Technology Specialist | Learning & Development

PROFESSIONAL SUMMARY

Instructional Designer and Educational Technology Specialist with 6+ years of experience engineering scalable, data-driven learning architectures and blended curricula. Specializes in transforming complex learning frameworks (ADDIE, UDL, Andragogy) into accessible digital solutions. Proven success managing \$7M+ corporate social responsibility (CSR) grant-funded programs, administering enterprise LMS platforms, and upskilling 15,000+ global learners. Completing a master's degree in educational technology (May 2026) with deep expertise in generative AI integration and learning analytics.

SKILLS & TECHNOLOGIES

- **Instructional Design:** ADDIE, UDL, Bloom's Taxonomy, Adult Learning Theory (Andragogy), Kirkpatrick Model, Needs Assessment, Storyboarding, Curriculum Mapping, Game-Based Learning, eLearning Development.
- **Learning Technologies & Learning Management System (LMS):** Canvas (LMS Admin), Google Classroom, Moodle, Articulate Storyline, Articulate Rise, Nearpod, MagicSchool, NotebookLM.
- **Data & Analytics:** Power BI (Power Query, DAX), Excel, Learning Analytics, Performance Measurement.
- **Design & Development:** Canva, Animaker, Wix, WordPress, Google Sites, Basic HTML/CSS
- **Project Management:** Jira, Monday.com, Zoho, Strategic Planning, Grant Management, Cross-functional Team Leadership
- **AI in Education:** Generative AI Integration, Prompt Engineering, Responsible AI Frameworks.

PROFESSIONAL EXPERIENCE

Educational Technology Researcher & Project Developer

Aug 2024 – May 2026

University of Delaware | Newark, DE

- **Generative AI Frameworks:** Authored a pedagogical AI framework using Bloom's Taxonomy for the Society for Information Technology and Education (SITE) Conference (Mar 2026) & Steele Symposium (Apr 2026), building prompting templates to help educators responsibly integrate AI tools into classrooms.
- **Learning Analytics Dashboards:** Designed and engineered interactive Power BI dashboards using DAX and Power Query to analyze learner demographics, engagement patterns, and other eLearning platform outcomes.
- **Accessible eLearning Design:** Developed inclusive, multimedia-rich digital learning modules via Google Classroom and Google Sites in compliance with WCAG 2.1 and ADA accessibility standards.
- **Gamified Toolkit Development:** Designed an interactive Google Slides escape room utilizing a logic model framework and authored an educator guide enabling seamless replication without technical expertise.
- **EdTech Platform Presentation:** Co-developed an educational podcast website ("Digital Chalk Talk") and presented the platform at IT Academic Technology Services 'Tech Talk Tuesday' to demonstrate practical web-based learning.

Instructional Design & Program Manager

Jan 2017 – Jul 2023

Quest Alliance | Bangalore, India

- Designed and delivered technology-enabled, blended learning curricula across 115 government institutes in 18 states, integrating ADDIE and UDL principles grounded in adult learning theory to serve diverse learner populations across India via Government of India skill development curriculum.
- Managed the end-to-end curriculum development lifecycle—from needs assessment and storyboarding through content creation, LMS deployment, and iterative evaluation for employability skills programs.
- Applied the Kirkpatrick Model (Levels 1–4) to evaluate training effectiveness, leveraging learner feedback, performance data, and employment outcomes to continuously improve program quality.
- Directed a cross-functional team of 45 professionals, providing instructional coaching, mentorship, and continuous professional development to ensure consistent, high-quality program delivery.
- Administered and scaled a \$7M CSR grant from JPMorgan, overseeing technology-enabled education initiatives targeting women from underserved socio-economic backgrounds.
- Developed data-driven learning outcome frameworks; tracked performance metrics and used insights to iterate on instructional strategies, resulting in 15,000+ youth successfully upskilling and improving employment prospects.
- Established key partnerships with government ministries and skills departments, expanding program reach and securing additional organizational funding across a 6-year tenure.

Career Development Trainer & eLearning Developer

Sep 2015 – Dec 2016

NIIT Foundation | New Delhi, India

- Designed and developed blended learning modules combining face-to-face instruction with digital resources that were adopted into the organization's core employability skills curriculum, applying andragogy to maximize engagement and knowledge retention.
- Applied Kirkpatrick Level 1–2 evaluation methods (learner satisfaction surveys, pre/post assessments) to measure training effectiveness and inform content revisions.
- Applied instructional design best practices to create accessible, learner-centered training materials aligned with defined competency frameworks and learning objectives.
- Managed corporate relations and the center's placement cell; achieved a 70% job placement rate for trained youth through targeted curriculum design aligned to employer needs.

Design Engineer

Jul 2013 – Mar 2015

Elemente Homes | New Delhi, India

Engineer Trainee

Aug 2012 – Jun 2013

Maini Scaffolding Limited | New Delhi, India

EDUCATION

Master of Education (M.Ed.) – Educational Technology

May 2026

University of Delaware, Newark, DE

Bachelor of Technology (B.Tech.) – Mechanical Engineering

Jul 2012

Biju Patnaik University of Technology, India