

AMBREEN QAISER

Academic Leader and Curriculum Specialist with 3+ years of experience in instructional leadership, curriculum development, and academic operations. Proven track record of training 5000+ educators across leading institutions and driving school-wide improvements through innovative, technology-integrated learning strategies. Skilled in teacher development, academic planning, and implementing STEAM-based and inquiry-driven curricula aligned with 21st-century education standards.

CONTACT	EDUCATION
P : +92-311-5130-590 E : qaiserambreen918@gmail.com A : Street 47, Cliftontown, Gulshanabad, Adyala Road,45000, Rawalpindi.	MASTERS IN INNOVATIVE TECHNOLOGIES IN LEARNING National University of Sciences and Technology - NUST 2023 - 2025 BACHELORS IN COMPUTER ARTS Fatima Jinnah Women University 2016 - 2020

KEY ACHIEVEMENTS

- Trained 5000+ teachers across multiple school networks including Roots, READ Foundation, and NUST-affiliated institutions
- Led curriculum design and implementation aligned with STEAM and future-ready skills
- Conducted large-scale teacher training programs on pedagogy, curriculum, and educational technology
- Improved instructional quality through innovative teaching methodologies and tech integration
- Designed and implemented interdisciplinary and inquiry-based learning frameworks

PROFESSIONAL EXPERIENCE

Robotmea Edutech
19/08/2024 - Present

Content and Curriculum Designer

- Designed and implemented future-focused curricula integrating STEAM, robotics, and inquiry-based learning
- Led teacher training programs to enhance instructional practices and technology integration
- Evaluated and improved curriculum frameworks to align with 21st-century learning standards
- Collaborated with schools to implement scalable academic models and training systems

School of Tomorrow
AFIE
01/10/2024 -
25/01/2026

Academic Coordinator

- Led academic operations, including curriculum planning, scheduling, and instructional delivery
- Designed and delivered teacher professional development programs, improving teaching quality
- Coordinated academic teams and streamlined communication for effective execution of academic plans
- Monitored curriculum implementation to ensure consistency and performance improvement

NUST CREATIVE
LEARNING SCHOOL
& COLLEGE -
NCLS&C
29/11/2023 –
10/08/2024

ARTS & DESIGN INSTRUCTOR

- Delivered creative and digital learning experiences integrating technology into classroom instruction
- Contributed to school-wide initiatives including training sessions and academic projects
- Designed learning materials and supported innovative curriculum practices

(DCC) AL-NISA
15/03/2023 –
27/11/2024

SENIOR INCHARGE

- Supervised daily operations, including staff training, performance oversight, budgeting, and ensuring compliance with health, safety, and organizational policies.
- Designed and implemented age-appropriate activities and curricula to promote children's cognitive, social, and emotional development, while monitoring progress and maintaining strong communication with parents.

(SCHOOL OF
LEARNING &
EDUCATION - AL-
NISA (AWC)
22/02/2022 –
15/03/2023

HEAD OF DEPARTMENT MANAGEMENT

- Led curriculum planning, assessment systems, and academic evaluation processes
- Conducted teacher observations and performance reviews, providing structured feedback
- Implemented improvements in teaching methodologies and assessment strategies
- Managed academic resources and ensured effective classroom practices

THE NOBEL STEM
SCHOOL &
COLLEGE
2021 – 2022

MEDIA HEAD - INSTRUCTOR

- Delivered science instruction using interactive and inquiry-based approaches
- Developed digital content and managed institutional visibility through media strategies
- Integrated creative and academic functions to enhance student engagement

ADDITIONAL EXPERIENCE

- Children's Book Illustrator (70+ books, international clients)
- Graphic Designer Trainee – PTV
- Community Development Social Worker – NGO

LEADERSHIP & MANAGEMENT SKILLS

- Academic Leadership & School Improvement
- Curriculum Development & Instructional Design
- Teacher Training & Mentorship
- Academic Operations & Planning
- Assessment & Evaluation Systems
- Educational Technology Integration
- STEAM & Inquiry-Based Learning
- Data-Informed Instruction

LANGUAGE SKILLS

Mother tongue(s): **URDU**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B1	C1	B2	B1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Microsoft Office | Microsoft Word | Social Media | Photoshop | Adobe Illustrator | Wondershare Filmora | Canva Pro | Scratch | SPSS - Data Analysis Tool | Many Educational Tools for efficient Teaching and Learning

ACHIEVEMENTS

Certificate of Achievement 2026	• Advance certification in Education Leadership (CAEL) - Bahria University
Year Book Design - NCLS&C	• Designed the 2023-2024 yearbook of NCLS&C, ensuring a cohesive theme that resonated with students and faculty. • Coordinated with an editorial team throughout the production process, ensuring deadlines were met while maintaining high design standards.
Certificate of Appreciation	• For outstanding contribution and support in the successful completion of Academic Year 2023-24.
Letter of Appreciation	• For outstanding leadership and dedication in organizing the project of Agriculture Advancements for Science Exhibition at NUST Creative Learning School & College.
Certificate of Achievement	• Fundamentals of Digital Marketing -Google Digital Garage
Certificate for Participation	• Participated in Quiz Competition held by Donate for Humanity
Certificate for Completion	• National Financial Literacy Program for Youth course conducted by State Bank of Pakistan.
Exploring Inclusive Pedagogies (British Council)	• Learned key concepts about inclusion and its importance in teaching. • Explored how can I create a fair and thriving learning environment that caters for all learners.. those most at risk of exclusion.
Certificate of Participation in Digital Art Workshop	• Digital Art Workshop conducted by Fatima Jinnah Women University, Department of Computer Arts and Office for research , Innovation and Commercialization.
Certificate of Appreciation	• Participated in Competition for developing advocacy illustrations on routine immunization organized by Federal EPI.
Certificate of Completion	• Graphic Designing Short Course (Virtual University)
Certificate of Completion	• Freelancing Short Course (Virtual University)
Participated in Workshop	• Pakistani Women in Computing
Story Books Illustrations	• Illustrated 70+ books for foreign clients as an employer of a freelancer.
Logo Design	• Designed logos for clients in Lithuania and U.A.E

Teachers Training

- Alhumdullilah trained 5K+ teachers particularly on Pedagogies, Content, Curriculum and Technology of different schools namely READ Foundation Schools, ALDA, Roots, Nova City, Nova Sammundari,, NCLS,, Red Maple Montessori etc.

PROJECTS

Faculty Training in NUST Creative Learning School & College

Developed and led an interactive training session for the teachers at NUST Creative Learning School and College (NCLS&C), all about Universal Design Principles and its impact on efficient teaching.

Bridge to Learning Initiative (Design of Learning Interfaces)

The Bridge to Learning Initiative is an app that serves as a bridge between donors, schools, and underprivileged students, ultimately aiming to reduce dropout rates in the education system. The high-fidelity prototypes of the app were developed on Figma along with group fellows.

Skill Hub (Innovative Entrepreneurship in Education)

Development of Business plan having an app named Skill Hub trading on basis of time instead of money.

Research on Powerful Tools and Technologies for Learning

Gained proficiency in a diverse array of potential tools applicable to both teaching and learning. Developed skills in Statistical tools such as SPSS: T-test, ANOVA, MANOVA, etc.

Gamification and Chemistry: Game Design in Education

Developed a game on Organic Chemistry for interactive classrooms. The Target Audience was Grade X learners. High Fidelity Prototypes were designed in software Figma, and the game was developed in Scratch.

Learning through Pedagogy and Technology

Research and investigated several internet sources (Web 2.0 tools) pertaining to educational technology.