

Hira Khan

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Professional Summary

Instructional Designer and Learning Technology Specialist with a BE in Computer Systems Engineering and an MS in Innovative Technologies in Learning from National University of Sciences and Technology. Possessing 6+ years of experience in instructional design, UX/UI, educational technology, technical documentation, and digital learning solutions. Skilled in game-based learning, cognitive science applications in education, AI-powered learning systems, learning analytics, and user-centered design for educational applications. Experienced in designing interactive learning experiences, developing curriculum and digital content, and integrating emerging technologies to enhance learner engagement and outcomes. Strong background in project coordination, research, usability analysis, and educational innovation across academia, telecom, and EdTech sectors.

Education:

BE Computer System Engineer, EME College NUST, Pakistan

CGPA 3.7 (2008-2011)

MS Innovative Technologies in Learning, NUST, Pakistan

CGPA 3.95 (2014-2016)

- Game-Based Learning & Edutainment Design
- Cognitive Science Applications in Education
- Learning Analytics & Educational Data Science
- Artificial Intelligence in Education
- Generative AI for Smart Learning Systems
- User-Centered Design for Learning Applications
- Machine Learning & Artificial Intelligence
- Human Learning & Cognitive Development
- Digital Learning Tools & Emerging Technologies
- Personalized Learning Systems

<https://seecs.nust.edu.pk/program/ms-innovative-technologies-in-learning>

Professional Experience

Visiting Faculty Member • **NUST – SEecs** (Dec 2025- Present)

- Design and deliver course content for Design of Learning Interfaces, focusing on Human-Centered Design (HCD), usability, affordances, feedback, and cognitive principles.
- Plan and conduct interactive lectures and group discussions to promote experiential learning.
- Develop assignments, in-class activities, quizzes, and design challenges aligned with defined learning outcomes.
- Guide students in applying UX/UI design principles to educational and academic contexts.

- Supervise student projects, including problem identification, user research, persona creation, journey mapping, and interface evaluation.
- Facilitate design thinking workshops involving interviews, behavioral observations, and usability testing.
- Assess student performance and provide constructive, design-focused feedback to support learning growth.
- Encourage critical thinking and reflective practice in evaluating learning interfaces and digital systems.
- Integrate real-world examples and case studies to bridge theory with practice.
- Collaborate with academic coordinators to ensure course objectives and assessment standards are met.

Manager ICT Projects • Icat Transmission (Part time) (2014- Present)

- Coordinate initial project discussions between clients and in-house teams (developers, designers, project managers).
- Conduct cost and time estimation meetings to finalize project proposals.
- Manage project milestones, resource allocation, and client communication
- Design and maintain company website on regular basis using Word press and CMS

ICT Project Coordination Officer • Ideofuzion Pvt Ltd (Part time) (2018- Present)

- Coordinate initial project discussions between clients and in-house teams (developers, designers, project managers).
- Conduct cost and time estimation meetings to finalize project proposals.
- Manage project milestones, resource allocation, and client communication

Technical Writer • Mercurial Minds Pvt Ltd

(December 2023 to February 2024)

- Prepared functional specification documents for VAS Partner Management Systems (VPMS), including contract management, SLA enforcement, and reporting.
- Collaborated with engineering teams to produce high-quality technical documentation for end-users.

(November 2018 to November 2022)

- Developed comprehensive end-user documentation (User Guides, Installation Guides, Training Materials).
- Restructured and updated existing content to align with current standards.
- Supported UI/UX design teams in product testing and documentation improvements.
- Prepared policy documents (encryption procedure policy, information security policy, IT asset management policy, operational procedures and policy, Privacy impact assessment Policy)

(August 2017 – November 2017)

- Prepared and submitted research grant proposal to build a conversational chatbot able to understand and respond queries in Urdu voice and text (Roman and Arabic script) – (initially a domain specific chatbot but later on a chatbot to understand complete Urdu language)

Instructional Designer • TAKMIL Pakistan – (2021)

- Designed course content and+” assessments for out-of-school children in mathematics.
- Collaborated with subject matter experts to identify learning gaps and optimize course designs.
- Implemented multimedia elements (videos, simulations, interactive quizzes to enhance learner engagement.

Research Consultant/ Instructional Designer • DFID, NUST – (2016 -2017)

- Investigated the impact of game based learning using tablets in Learning Mathematics for primary school students in Pakistan. The game was designed based on the concepts of scaffolding and problem centered learning,
- Implemented effective monitoring system to identify children with learning difficulties, enabling self-paced and active learning for every child in classroom. Utilized data and learner insights to iterate course designs for maximum impact
- Submitted proposal for MOOC for NUST.

Teacher Trainer NUST – (2016 -2017)

- How to integrate technology into the classroom to enhance teaching and learning.
- Assisted teachers to develop lesson plans that effectively integrate ICT tools and resources.
- Trained teachers to design interactive digital content, presentations, and multimedia resources.
- Trained teachers to align ICT lessons with curriculum standards and learning objectives.
- Assessed training effectiveness through data-driven analytics and learner feedback.

Instructional Designer and Curriculum Specialist: • GIZ,NGO - (2015-2016)

- Performed training need analysis for schools in Rawalpindi/Lahore
- Identified skill gaps and training priorities.

Our TNA process included:

- Surveys and interviews with teachers and staff.
- Classroom observations to assess teaching effectiveness.
- Data-driven analysis to uncover hidden challenges.

UX/UI Engineer • Elixir Technologies – (2011-2014)

- Researched, planned, and designed engaging user experience for Elixir projects.
- Experience of completing User Guides, Getting Started Guide and Training Guide.
- Design product user interfaces based on the requirement specifications.
- Conducted usability analysis of newly developed product features and modules.

Online Courses

- Modern Fundamentals of Digital Product Management (University of Virginia) **Completed**
- Agile Meets Design Thinking (University of Virginia) **Completed**

Workshops/Conferences

- Enhancing teacher's pedagogical skills in ICT. UNESCO, 3 months
- Use of ICT to enhance teacher's pedagogical skills, 2 months
- Asia Pacific Nations Network, APNN, Seoul, Korea
- Agile Scrum training
- UX/UI training

Research Publications

- Game based learning to increase student engagement and retention in primary and secondary schools of Pakistan
- A way forward for teaching and learning of Physiology student's perception of effectiveness of teaching methodologies
- Comparison of two interactive tutorial methods, results from a medical college in Karachi