Adil Hussain

Digital Innovation - Programme Manager
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PROFESSIONAL SUMMARY

Learning design and digital innovation professional with experience driving digital transformation, developing staff capability and improving learning quality across a large education group. Recognised as a subject matter expert for digital and technical practice within the establishment, providing guidance and support to staff across a range of systems, tools and technologies. Skilled in translating organisational needs into practical learning solutions using digital learning, coaching, AI and blended delivery, with a strong background in quality assurance, continuous improvement and influencing senior stakeholders to support successful adoption.

Core Expertise

Learning Design Leadership & Standards	Learning Needs Analysis & Solution Design	Staff Coaching & Capability Development
Learning Quality Assurance & Content Governance	Project & Budget Coordination	Stakeholder Engagement & Senior-Level Influence
AI-enabled Learning & Digital Transformation	Immersive Learning, AR/VR & Gamification	Accessibility & Inclusive Learning Design

KEY ACHIEVEMENTS

- Delivered digital and AI-focused CPD at three Luminate Education Group development events, supporting approximately 30–60 staff per session across teaching, IT, HR and Finance.
- Increased Gemini Education Pro adoption at Keighley College from approximately 5 to 30 users, supporting colleagues to integrate AI responsibly into everyday practice.
- Achieved a no-actions External Verification outcome in 2026, covering learner work, assessment planning, feedback, grading and Internal Verification.
- Contributed to digital investment decisions, including a £60,000 technology and learning-environment upgrade.

WORK EXPERIENCE

Digital Innovation - Programme Manager | Keighley College, Bradford **AUG, 2025 - PRESENT**

- Lead digital learning and transformation activity across the college, translating organisational priorities into staff development, learning resources and scalable digital solutions.
- Coach staff through workshops, one-to-one support, lesson observations and developmental feedback, helping colleagues apply digital approaches confidently in practice.
- Work with senior leaders across Keighley College and Luminate Education Group to shape digital transformation and responsible AI adoption.
- Designed an AI-enabled standardised Scheme of Learning system for the principal using Gemini, Notebook, Google Sheets and Apps Script, supporting curriculum consistency and personalised stretch/support activities.
- Lead digital pilots and improvement projects across AI, immersive learning and VR, evaluating practical applications before wider adoption.

Course Leader - Games Design & E-sports | Keighley College, Bradford **SEPT, 2023 - AUG, 2025**

- Led curriculum design, assessment, learner experience and continuous improvement, alongside Internal Verification and BTEC quality assurance.
- Maintained consistent standards across briefs, assessment planning, grading, feedback and IV evidence in line with awarding-body requirements.
- Used learner performance and feedback to refine delivery, introducing blended, AI, gamified and immersive approaches where they improved engagement and practical application.
- Supported colleagues with digital practice and worked with employers and external partners to keep learning relevant to industry.

Games Design & IT Lecturer | Keighley College, Bradford **SEPT, 2020 - SEPT, 2023**

- Translated complex technical subjects into clear, accessible learning and used assessment, engagement and learner feedback to improve content.
- Led workshops and pilots in digital teaching, gamification and micro-learning, supporting wider staff adoption.
- Designed and delivered blended and online learning using Articulate Storyline, Moodle, Google Classroom and multimedia resources.

Trainee Lecturer | Bradford College, Bradford **SEPT, 2019 - APR, 2020**

- Designed accessible digital learning materials for Moodle and video-based learning, combining face-to-face and asynchronous delivery.
- Applied adult-learning principles, gamification and interactive media to support engagement and independent learning.

EDUCATION

Master of Education – Learning Technologies & Gamification | University of Bolton | Merit | JUL, 2024
Postgraduate Diploma in Education & Training | University of Bolton JUL, 2020
BA (Hons) Computer Games Design | University of Huddersfield JUL, 2019

TOOLS & TECHNOLOGIES

Google Workspace	Gemini Education Pro/ Notebook	Google Apps Script
Adobe Creative Suite	Autodesk Suite	Articulate 360
Microsoft 365	AR/VR	Power BI

REFERENCES

References available upon request