

Nereida Rondon

Instructional and Software Designer

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WORK EXPERIENCE

Instructional Designer | Florida SouthWestern State College – REMOTE CONTRACT

May 2023 – Present

- Designed engaging course web pages and structured content based on user experience principles.
- Used HTML and in-line CSS to edit content and format Canvas pages.
- Imported and exported course content within Canvas.
- Created course shells and managed course settings in Canvas LMS.
- Managed project progress using TeamDynamix for clear communication and timely completion.
- Managed and addressed Canvas technical support help tickets on TeamDynamix.
- Crafted detailed learning objectives and rigorously analyzed course curriculum to ensure alignment between educational goals and instructional content.
- Collaborated with Subject Matter Experts (SMEs) to facilitate the development of online courses on Canvas LMS ensuring alignment with educational objectives.
- Designed graphic images using Adobe Illustrator and Photoshop.
- Created interactive and visually compelling learning materials using Articulate Rise and PowerPoint.
- Conducted thorough reviews of courses, ensuring compliance with Quality Matters standards and guidelines.
- Prioritized accessibility and responsiveness in course design, media, and technical materials guaranteeing that courses are usable by all learners and fully adaptable to various devices.
- Collaborated with fellow instructional designers, leveraging Microsoft Outlook and Teams for seamless communication and teamwork.

Learning Content Developer | Promineo Tech – REMOTE CONTRACT

Jan 2023 – May 2023

- Designed and developed courses in Moodle LMS, incorporating interactive elements and video walkthroughs.
- Managed user settings and course settings in Moodle LMS.
- Designed and authored new content, including lessons, and lab projects to meet module learning objectives.
- Provided technical support and learning resources to participants through Slack.
- Created 15+ Java and JavaScript lessons that included data structure and algorithms coding questions on the OpenClass education platform.
- Conducted a needs analysis to identify areas of opportunity and consequently evaluated curriculum.
- Developed 13 engaging coding activities on HTML, CSS and JavaScript used to enhance learner interaction with course material.
- Leveraged Git and GitHub for seamless version control of curriculum and course projects.
- Conducted research on effective learning practices to develop targeted activities addressing common learner misconceptions and difficulties.

- Planned, created, and edited instructional videos using Camtasia and Snagit, stored and shared via Microsoft SharePoint for efficient collaboration.
- Collaborated with Programs Manager, instructional designer, and other subject matter experts (SMEs) to craft high-quality learning content, meeting learner needs for Frontend and Backend courses.
- Managed project progress using Asana. Completed tasks in two-week Agile sprints, resulting in meeting KPI goal of +90% project completion efficiency per sprint.
- Maintained brand-consistent formatting of content and activities.
- Continuously updated and revised learning materials to ensure accuracy, relevance, and alignment with instructional goals and objectives.

Math Educator | School District of Lee County — FORT MYERS, FL

Jan 2012 – Jan 2023

- Transformed data entry processes by automating a weekly data meeting tool using Google Scripts (JavaScript), saving 10 team members an average of 2 hours per week.
- Led a team of 14+ teachers, fostering collaboration through communication and monthly department meetings while working toward meeting yearly student proficiency goal.
- Planned, designed, and updated curriculum and assessments continuously, integrating best practices for student growth and improving curriculum iteratively.
- Produced 200+ video lessons accessible to students via YouTube and Learning Management System.
- Trained and supported team members in adopting new technologies and initiatives.
- Ensured instructional goals and objectives are met by continuously updating and revising learning materials to ensure accuracy and relevance.
- Managed and prioritized project progress on Google sheets.
- Designed graphic images using Canva.

EDUCATION

B.A. Computer Science, Florida International University — expected May 2026

Front-End Software Development Boot Camp, **Florida Southwestern State College via Promineo Tech** — October 2022

B.S. Secondary Math Education, Florida Southwestern State College — December 2011

CERTIFICATES

6-Week Voyage 46 Project [Certificate](#), **Chingu** – Issued November 2023

QM Applying the QM Rubric [Credly Badge](#), **Quality Matters** – Issued June 2023

Instructional Design and Technology: Learning Theories [Certificate](#), **edX** – Issued March 2023

Programming with JavaScript [Certificate](#), **Meta via Coursera** – Issued October 2022

Front-End Development Boot Camp [Certificate](#), **Florida Southwestern State College** – Issued October 2022

Introduction to Front-End Development [Certificate](#), **Meta via Coursera** – Issued July 2022

Intro to Coding Basics [Certificate](#), **SheCodes** – Issued April 2022

Professional Educator Certificate, **The Florida Department of Education** – Issued July 2019