

DANIEL CEVALLOS

 Instructional Designer

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@ www.danicevallos.es

ABOUT ME

I'm an Instructional Designer with a strong technological and visual background. Known for being **meticulous** in curriculum development, highly **resourceful** when facing technical challenges, and **adaptable** to diverse academic and corporate environments. I'm experienced in creating effective, engaging, and user-centred learning solutions.

AUDIT TOOLS

- Google Suite
- Articulate 360 Storyline
- Synthesia
- Mindmeister
- Figma

INSTRUCTIONAL DESIGN MODELS

- ADDIE
- Action Mapping
- Taxonomía de Bloom
- Gagne's Nine Events
- Kirkpatrick's model of evaluation

LEARNING PLATFORMS (LMS)

- Moodle
- SuccesFactors
- Canvas

MULTIMEDIA TOOLS

- Adobe Illustrator
- Canva

LANGUAGES

- Español - nativo
- Inglés - C2

EDUCATION & PROFESSIONAL DEVELOPMENT

Xunta de Galicia | 2024

Diploma

Practical Management and Methodology of E-Learning in **Moodle**.

Universidad de la Rioja | 2017

Official Master's Degree

E-Learning and Social Media.

Universidad Católica del Ecuador | 2016

Certificate

ICT Training for Online Education.

Universidad de las Américas | 2014

Bachelor's Degree

Advertising and Marketing.

Cambridge University Press | 2011

CELTA Diploma

Certified Language English **Teacher for Adults**.

Omaha High School | 2000

High School Diploma

Equivalent to Spanish **Bachillerato**.

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PROFESSIONAL EXPERIENCE

Odilo | 2026

Training and Learning Design Specialist

- Designed **learning solutions** for the “Digital Classroom of the Community of Madrid” project, aimed at developing digital skills among underrepresented groups, ensuring alignment with the project’s strategic objectives.
- Collaborated with **Subject Matter Experts** (SMEs) to conduct learning needs analyses and translate technical knowledge into **instructional scripts** and **storyboards**.
- Developed various **e-learning** modules applying cognitive load principles to maximise knowledge retention.
- Implemented evaluation metrics to measure training effectiveness and ensure interoperability across **LMS platforms** (SCORM/xAPI).

Universidad de las Américas | 2021

English as a Second Language Instructor

- Designed and implemented learning strategies based on the **Guided Discovery** model, structuring learning content within practical and real-world contexts.
- Developed training tasks using the **Task-Based Learning (TBL)** methodology to encourage active language use and achievement of learning objectives.
- Optimised learning environments (both face-to-face and online) through student-centred instructional materials and activities, reducing Teacher Talk Time and maximising Student Talk Time.
- Managed the digital learning ecosystem in **Moodle (LMS)**, including resource management, automated assessment design, and monitoring student progress.

Universidad Católica del Ecuador | 2017

Instructional Specialist in English Language Learning

- Designed and developed learning pathways in **Moodle (LMS)**, applying scaffolding techniques and instructional design strategies to ensure progressive and effective learning.
- Produced and digitised multimedia learning resources following **SCORM standards**, ensuring interoperability, high content quality, and accurate learning analytics tracking.
- Collaborated with the educational innovation team, contributing to the launch of the university’s first **hybrid courses for English language learning** through the strategic use of ICT tools.
- Actively participated in the transition to a **Blended Learning Model**, integrating semi-face-to-face learning resources and applying **Learning by Doing** approaches to maximise pedagogical impact.