

Wisdom Oyatokun

Full Stack Developer and Instructional Designer

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SUMMARY

Educator and Technologist with a background in instructional design and full stack development, creating impactful learning experiences for academic institutions and educational businesses. I combine curriculum strategy pedagogy and web technology to build platforms and programs that engage learners and drive meaningful results.

SKILLS

- **Languages & Frameworks:** Figma, Python, Django, React.js, Node.js, Express, MongoDB, Supabase, JavaScript, PostgreSQL.
- **Tools & Platforms:** Git, GitHub, Trello, Heroku, Netlify, RESTful API, Postman, Tailwind CSS, Articulate 360, storyline, Creately, Canvas LMS, Edmodo LMS, Moodle LMS, Blackboard LMS.
- **Startup-Focused Tools:** Agile, Trello, Creately, MVP development
- **Other Skills:** E-learning development, Project management, Instructional design, Microsoft Office, Research, Teaching, Game development (Minecraft, TinkerCad, Scratch)
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PROJECTS

Full Stack Web Developer | Team Project | [LedgerLine](#) | [GitHub](#) | [Portfolio](#) | March 2025 – May 2025

Technology: VS code, postgres, SQLite, Django, Python, Gunicorn, Stackoverflow, CSS3, HTML, Heroku, Trello.

Focused on developing personal budget web apps to improve users' spending engagement. Collaborated with a team of 4 developers.

- Designed the logic and wrote the code for the budget feature, such that it was able to interact with both the transaction and category feature. At the end, the budget feature became the center of the application.

Full Stack Web Developer | [ServiceApp](#) | [ServiceApp](#) | [GitHub](#) | [Portfolio](#)) | January 2025 - March 2025

Technology: HTML, JavaScript, Node.js, Express, Mongoose, React, MongoDB, Heroku, Trello, VScode.

Description of the project→ Completed a full-stack development project, focused on both frontend and backend development. Designing authentication using JWT authentication system.

- **Designed and built a service platform to help small businesses establish their online presence through custom tools for branding, promotion, and digital visibility**

EDUCATION

Software Engineering

May 2025

General Assembly

Concentration: Full Stack development <https://github.com/Visdomoyat>

Master of Education in Educational Technology (GPA: 3.5).

May 2023

Kent State University (KSU), Kent, Ohio

Concentration: Computer Technology Endorsement

Bachelor of Science in Education

April 2019

Lagos State University

Major: Educational Technology

EXPERIENCE

Full Stack Developer (Part-time) || Imagine Design LLC || (Remote) || June 2025 - August 2025

- Developed a daily web-based guessing game using React, Tailwind CSS, and Supabase.
- Built scalable APIs and integrated cloud-hosted image segmentation, reducing load time by 40% and enabling real-time, dynamic content delivery
- Designed and implemented a mobile-first UI with gamified feedback, leading to a 30% increase in user retention and an average session time of 6+ minutes per user.

Software Developer & Project Manager (Freelance, Ongoing)

Freelance Consultant || Serving Startups and Small Businesses || coaches || authors || educators

- Helped startups build MVPs using React.js, Node.js, improving business growth, and user engagement.
- Designed scalable tech solutions while managing client expectation and iterating based on feedback.
- Led cross-functional teams through the entire software development lifecycle, implementing Agile methodologies to enhance productivity and deliver projects 20% faster than estimated timelines.
- Collaborated closely with clients to define project requirements, ensuring alignment with business goals and achieving 100% client satisfaction.
- Used tools like Trello and Creately to structure startup workflows and project planning

Instructional Designer (Part-time) | FX Trading School | (Remote) || April 2025 - present

- Designed and developed curriculum for beginners to advance FX trading courses using ADDIE model, ensuring content aligned with learning objectives and industry standards.
- Built interactive web-based learning modules and dashboards using Python and Django frameworks, enhancing student engagement and real-time feedback.
- Integrated full stack solutions (quizzes, simulations and trading exercises) into the LMS, enabling practical skill development and hands-on learning
- Collaborated with subject matter experts to translate complex FX trading concepts into accessible digital content, improving learner comprehension by over 30% (based on assessment data).
- Created responsive learning tools (mobile-friendly interfaces, chat features, and interactive charts) to ensure accessibility and consistent learner experience across devices.
- Maintained version control and continuous deployment pipelines using Git, Netlify, and Heroku, ensuring seamless content updates and system reliability.

Graduate Assistant (EdTech Development) || **Research Center for Educational Technology** || August 2022 – December 2022

- Designed interactive training material for teachers on clear touch technology.
- Facilitated workshops for elementary students in LEGO Spike coding.

Instructional Designer || College of Business Administration, Kent State University || January 2022 – May 2022

- Improved instructional content and developed learning guides for accessibility
- Updated instructional materials useful for visually impaired students.

Content and Project Specialist || Career Exploration and Development University College, Kent State University || August 2022 – December 2022

- Facilitated training the community lab students who had zero knowledge about the cooperate workspace to a basic knowledge by making use of Canvas Learning Management System to design effective instruction.

Project Assistant (Edtech and Data analysis) || Teaching, Learning, Curriculum Studies, Kent State University || January 2022 – January 2023

- Developed 3D models using computer-aided design software and guided elementary students in their 3D modeling.
- Created a podcast that aids mobile learning of Benjamin Solomon Carson philosophy of success.
- Developed an audio-visual resource for scratch programming language.
- Conducted data analysis for STEM educational research projects