Wisdom Oyatokun
Instructional Designer

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SUMMARY

Instructional Designer with a foundation in full stack development, designing high-impact, tech-enhanced learning experiences for educational institutions and training programs. I apply instructional models like ADDIE to build curriculum-aligned content and interactive modules, integrating digital tools such as LMS platforms, simulations, and data dashboards to boost engagement, accessibility, and learner performance.

EDUCATION

Software Engineering Immersive Certificate of completion   May 2025
General Assembly
Concentration: Full Stack development

Master of Education in Educational Technology.   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

SKILLS

- **Instructional Design & E-Learning Tools:** curriculum Design (ADDIE, Backward Design), E-Learning Development, Figma(for wireframing learning experiences), creately(storyboarding, curriculum mapping), Microsoft office (Powerpoint, Word, Excel).
- **Learning Technologies & Development:** LMS Integration (e.g Moodle, Canvas, Articulate 360), Interactive Module Development (Python, Django, JavaScript, React.js,), Game-Base Learning (Scratch, TinkerCad), Responsive UI/UX Design (Tailwind CSS, Figma)
- **Assessment, Data & Research:** Data-Driven Learning Design, Project management (Trello), Research & Evaluation, Formative & Summative Assessment Tools, Real-time Dashboards (Supabase, PostgreSQL, MongoDB)
- **Collaboration & Deployment Tools:** Version Control (Git, GitHub), Deployment Platforms (Netlify, Heroku), API Integration (RESTful APIs, Postman)

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.

Full Stack Developer (Part-time) || LJG Vending LLC || Remote || June 2025 – August 2025
- Developed a responsive React-based web application for inventory management and stock tracking
- Integrated barcode scanner functionality to accelerate product lookups and stock entry, improving speed by 100%
- Build dynamic forms with validation to support Create, Update, and Delete (CRUD) operations for products and associated images

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

- Designed beginner-to-advanced FX trading curricula using the ADDIE model, incorporating quizzes, simulations, and trading exercises for hands-on learning.
- Developed responsive, web-based learning modules and dashboards using Python and Django; integrated tools like interactive charts and chat features to boost engagement.
- Collaborated with SMEs to simplify complex trading concepts, achieving 30%+ improvement in learner comprehension based on assessment data.

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 accesibility
- 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

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