

GUIBSON VALERIO

APPLIED AI · DIGITAL PRODUCTS · EDUCATION

Mathematics & Technology Teacher · AI Builder



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01 PROFILE

I am a Mathematics and Technology teacher who builds digital products. I work at the intersection of artificial intelligence, product, design and education: I identify real problems in day-to-day operations, design the flow, handle UX/UI and build the solution with AI support. I use generative AI, AI agents and automation both in the classroom and in development. Working close to users and processes is what gives me the domain knowledge to turn a need into a product, and that is how the platforms currently in use were born.

02 FOCUS

AI & Automation

Generative AI, AI agents, prompt engineering, automation and AI-assisted development.

Product & Design

Digital product strategy, prototyping, UX/UI and information architecture.

Education & Technology

Mathematics, computational thinking, robotics and AI applied to education.

03 EXPERIENCE

Colégios Univap · Aquarius Campus

2022 – present

Mathematics Teacher (Middle School) · Technology Teacher (Primary & Middle School)

- Integrated teaching of Mathematics, Technology and computational thinking, with educational robotics and digital tools in the classroom.
- Artificial intelligence applied to education, using generative AI in teaching practice and in the production of learning materials.
- Identification of operational and pedagogical problems at the institution, which gave rise to original digital products.
- Close work with the teaching staff and the school's real processes, the basis of the domain knowledge used to design and evolve the digital solutions.

NIPBR · Nipcable do Brasil

2019 – 2021

UI/UX Designer · Support Analyst

- Interface and user experience design for the company's digital products.
- Technical support and problem solving, translating user needs into technology solutions.

03

EXPERIENCE

London Tecnologia · Apple Authorized Reseller

2018 — 2019

Apple Support Specialist

- Specialized support, diagnostics and resolution of hardware and software issues across the Apple ecosystem.

City of São José dos Campos · Public School System

2021

Mathematics Teacher · Middle School and Adult Education (EJA)

- Mathematics classes for middle school students and for adult education (EJA) groups.
- Support classes for students with learning difficulties, with individual follow-up in Mathematics.

04

DIGITAL
PRODUCTS

Oficina Sapiens EDUCATION · ACADEMIC OLYMPIADS

oficinasapiens.com.br

Institutional platform for the academic olympiad cycle, in use at Colégios Univap Aquarius: registrations, groups, stages, results, reports and communication.

FLUIR EDUCATION · PEDAGOGICAL DATA

fluireducation.com.br

School data organized to support teaching-staff decisions at Colégios Univap: grades, groups, performance, indicators and consolidated information.

ClassHUB EDUCATION · SCHOOL MANAGEMENT

classhub.app.br

Day-to-day teaching routine: attendance, performance, incident records, tasks and reports, with cloud sync.

GRID EDUCATION · ACADEMIC MANAGEMENT

Assignments and grades, averages and performance, groups, students and class schedule.

Other products — Ponto Digital (work hours, time bank, metrics and auditing) and Nimbo, in progress (expenses, goals, budget and cash flow).

05

EDUCATION

Postgraduate · Artificial Intelligence in Education

In progress

Postgraduate · Financial Education

UniBF · Completed 2022

B.Sc. in Mathematics (Teaching Degree)

FCE · São José dos Campos, SP, Brazil · 2019

Digital Game Development

FMU · São Paulo, SP, Brazil · 2012

LANGUAGES

Portuguese native · Spanish intermediate · English basic

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SKILLS

Artificial Intelligence

Generative AI · Prompt engineering · AI agents · Vibe coding · AI automation · AI-assisted development · AI applied to education

Design

UX/UI design · Digital design · Information architecture · User experience · Visual storytelling

Product & Technology

Digital product strategy · Prototyping · AI-assisted web development · Computational thinking · Programming logic · Process automation · Digital culture

Education & Innovation

Educational technology · Mathematics education · Educational robotics · Active learning · Teacher training · Educational innovation