

# Gabriel Dos Santos

STEM & Robotics Educator | Curriculum Designer | Educational Consultant

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## Professional Summary

STEM and Robotics Educator with over five years of experience creating engaging, hands-on learning programs that connect creativity, engineering, and technology. Passionate about helping students explore robotics, coding, and innovation through meaningful classroom and after-school experiences. Experienced in leading robotics teams, training teachers, and designing full-scale STEM curricula that inspire curiosity and build confidence in learners of all ages.

## Education

### High School Diploma

Orientation in Human Development & Family Sciences  
Focus on Child Development, Education, and Family Systems

## Certifications

### Currently Held:

- Microsoft Certified Educator
- Google Certified Educator — Level 1 & Level 2
- Apple Teacher Certification
- Raspberry Pi Foundation — Teach Computing Courses
- Scratch Educator Certification (MIT Media Lab)
- Sphero Certified Educator
- Ozobot Certified Educator
- VEX Robotics Educator
- *Generative AI and ChatGPT for K–12 Educators Specialization*
- CPR, AED & First Aid Certified
- Driver's License

### Ongoing Professional Development:

- ISTE Certified Educator (International Society for Technology in Education)
- STEM.org Certified™ Educator
- FIRST LEGO League — Coach / Mentor Certification
- LEGO® Education Certified Trainer (Academy Partner)
- Arduino Education Certification Program (AEC)
- *Game Design and Development with Unity Specialization* (in progress)
- Unity Certified Instructor — Education Pathway

## Professional Experience

### STEM & Robotics Educator

Independent Practice – STEM Creation Framework (2025–Present)

Develop and teach robotics and coding programs for schools and community organizations. Lead workshops for teachers and design engaging STEM challenges that promote collaboration, creativity, and real-world problem-solving.

### Technology & STEM Educator (K–5)

Lehrman Community Day School – Miami Beach, FL (2023–2024)

Designed and implemented a robotics and coding curriculum across grades K–5. Authored 300+ lesson plans and coached multiple FIRST LEGO League award-winning teams. Led teacher training and innovation

workshops to strengthen STEM integration.

### **Center Director**

Code Ninjas Aventura – Aventura, FL (2022–2023)

Directed daily operations for 100+ students in after-school and summer programs. Built partnerships with Ozobot and LEGO Education. Created the Juniors STEM Camp (K–2), combining robotics and play-based learning.

### **Product Designer & Innovator**

Independent Project – Balcony Table (Patent Pending, 2021)

Designed and prototyped modular balcony furniture with a focus on functional design and creativity.

### **Game Producer**

Independent Project – Educational Board & Video Game (2021)

Produced a financial literacy board game that sold over 30,000 units nationwide. Oversaw a \$1M video game adaptation, managing creative development and production teams.

### **Project Manager**

Entrepreneurial Ventures (2020–2023)

Directed 20+ interdisciplinary projects combining technology, education, and innovation with a focus on creative problem-solving and teamwork.

## **Core Skills**

### **STEM & Robotics Education:**

Expertise in LEGO SPIKE, VEX GO/IQ, Sphero, and Ozobot ecosystems. Skilled in designing and delivering project-based, gamified learning experiences for K–8 students that blend coding, engineering, and creativity. Experienced in developing robotics competition teams and coaching for FIRST LEGO League.

### **Technology & Digital Literacy:**

Proficient in 3D Design and Fabrication using Fusion 360, TinkerCAD, and Bambu Studio. Adept in block-based and text-based coding platforms including Scratch, Blockly, MakeCode, and Code.org. Experienced with Learning Management Systems (Google Workspace, Canvas) and the integration of AI-assisted design, prototyping, and data-driven learning environments.

### **Leadership & Program Management:**

Strong background in developing after-school and summer STEM programs. Skilled in curriculum design, educator training, and workshop facilitation. Proven ability to manage student engagement, parent communication, and community partnerships while fostering inclusive, curiosity-driven learning cultures.

## **Languages**

English (Fluent) | Spanish (Native) | Portuguese (Conversational)