

ANDRES BENDECK

AI & EdTech Specialist | Digital Learning & ICT Lead

AI Implementation, Learning Design & Educational Transformation

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PROFESSIONAL SUMMARY

AI, EdTech and Digital Learning specialist with experience in AI implementation, ICT development, learning design and educational transformation. Combines a background in programming and web development education with leadership in curriculum development, teacher training and large-scale digital change. Experienced in translating technology into practical, scalable and sustainable solutions for educators, learners and organisations. Strong track record in programme development, accessibility-focused learning environments and cross-functional collaboration, with hands-on technical credibility in programming, web development and digital tools.

CORE COMPETENCIES

AI Implementation

Digital Learning & ICT

Teacher Training & Professional Development

Programming & Web Development

Educational Technology (EdTech)

Learning Design & Curriculum Development

Technology Adoption & Change

Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

Programming & Web Development Teacher | AI & EdTech Specialist | Digital Learning & ICT Lead

Tyresö kommun, C3L | 2021–Present

- Teach programming and web development in adult education, with a practical focus on C#, web technologies and digital tools.
- Drive initiatives related to AI implementation, ICT development, digital workflows and professional development within the organisation.
- Design and deliver AI and digital learning training for staff groups and support adoption of new tools and working methods.
- Support leadership in platform decisions, digital strategy and the practical use of technology in education.

- Develop structures and workflows for sustainable, ethical and effective use of AI and digital tools.
- Pitched, developed and launched an IT package for game development at C3L together with the wider team.
- Contributed to Ifous-related development and research work connected to distance and remote studies.

Development Lead & Subject Lead – Game Design Programme (ASD/SEN Profile)

Fryshuset Gymnasium | 2011–2021

- Held leadership responsibilities in colleague support, curriculum development, pedagogical quality and long-term programme development.
- Worked in an accessibility-focused learning environment and designed inclusive structures for diverse learner needs.
- Led or contributed to development of programme content, learning design, subject structures and implementation of new tools and methods.
- Held partial budget responsibility and supported prioritisation of cost-effective programme initiatives.
- Helped strengthen and expand the programme from around 20 to approximately 80 students across three upper secondary tracks with high application pressure.
- Supported adoption of Autodesk Maya, Mudbox, Unity3D, C#, GitHub, Kanban and Agile methodologies.

Teacher in Digital Arts, Animation & Media Production

Fryshuset Gymnasium | 2010–2021

- Taught digital creation, animation and media production with a focus on project-based learning, visual production and digital workflows.
- Supported students in creative technology, digital production tools and applied design processes.
- Contributed to interdisciplinary learning environments combining design, media, programming and game development.

SELECTED IMPACT

Helped strengthen a game design programme from ~20 to ~80 students through improved structure, accessibility and programme development.

Launched a game development IT package at C3L in collaboration with the wider team.

Designed and delivered AI and digital learning training for staff, supporting adoption of new tools and workflows.

Built hands-on technical teaching and development experience across C#, HTML, CSS, JavaScript, PHP, MySQL, Node, React and Unity.

EDUCATION

Standalone Higher Education Courses in IT

2019–2021 | Approx. 96.5 credits

- Relevant coursework includes Introduction to Artificial Intelligence, Artificial Intelligence for Game Programming 1 & 2, Dynamic Web Applications, Responsive Web Design, Programming in C#, Programming Didactics for Teachers, and Agile & Lean Development of Software-Intensive Products.

Master of Education

Teaching qualification and pedagogical studies

Additional studies in computer graphics, animation and digital production

University studies

TECHNICAL SKILLS & LANGUAGES

Technical stack

- Artificial Intelligence (AI), Generative AI, Educational Technology (EdTech), Digital Learning, ICT in Education
- Programming, Web Development, HTML, CSS, JavaScript, PHP, MySQL, C#, Node.js, React
- GitHub, Agile, Kanban, Unity, digital learning platforms and collaboration tools

Languages

- Swedish — Native / Fluent
- English — Fluent / Professional
- Spanish — Professional working proficiency