



Henrik Kniberg

Agile & Lean coaching portfolio

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Henrik is an Agile & Lean coach based in Stockholm. He enjoys helping companies succeed with both the technical and human sides of software development.

During the past decade Henrik has been CTO of 3 Swedish IT companies and helped dozens more get started with Agile and Lean software development.

Henrik currently divides his time between hands-on coaching and training. He works regularly with Jeff Sutherland, Mary Poppendieck, David Anderson, and other internationally recognized thought leaders.

Henrik's book "Scrum and XP from the Trenches" has over 150,000 readers, has been translated to 8 languages, and is used as the primary guide to Agile software development by hundreds of companies worldwide. His second book "Kanban and Scrum – making the most of both" broadens the view further.

Henrik is regularly engaged as keynote speaker at international conferences on Agile & Lean software development.



Selected coaching engagements



Tain, Stockholm online gaming software

Engagement

- 1.5 years full-time engagement
- Agile coach & manager of ≈40 developers/testers

Results

- Transformed entire organization to Scrum and XP
- Significantly increased productivity, quality, and team motivation.
- Wrote "Scrum and XP from the Trenches"



Ericsson, Holland VPN systems

Engagement

- A few weeks of management training & coaching, spread over several months.

Result

- Ericsson Holland became Agile role model within Ericsson
- Regular coaching engagements within other parts of the Ericsson concern.



European Digital Marketing company

Engagement

- Few months coaching & bootstrapping Agile teams
- ≈30 developers/testers

Result

- Formed 7 agile teams, each directly aligned with a business area
- Exposed a failing project, reducing delay from 1 year to 2 months.



Scandinavian gaming company

Engagement

- Agile/lean mentoring & training scattered across 6 months.
- > 80 developers/testers
- Introduced concepts such as Value Stream Mapping and sprint planning with all teams simultaneously.

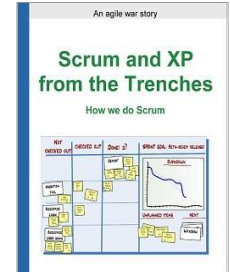
Result

- Game development time reduced from ≈24 months to ≈3 months.
- Used as case study in Poppendieck's latest book "Leading Lean Software Development" and template for lean/A3 problem solving.

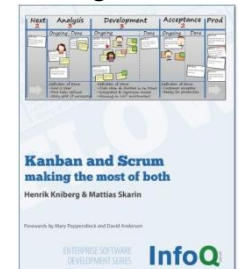


Selected publications

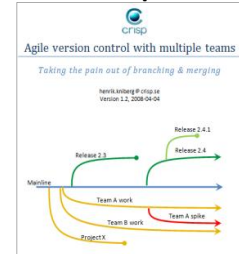
Scrum and XP from the Trenches



Kanban and Scrum Making the most of both



Agile version control with multiple teams



The Scrum Checklist

