

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 two decades Henrik has been CTO of three 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, Alistair Cocbu, and other internationally recognized thought leaders.

Henrik's books (see right column) have over 500,000 readers, have been translated to 12 languages, and are used as the primary guide to Agile and Lean software development by hundreds of companies worldwide.

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











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 book "Scrum and XP from the Trenches" about this project.

Music Streaming company

Over 2 years of Agile/lean mentoring,

· Worked hands-on with leaders, teams

and coaches to help Spotify stay agile

Internal training on lean problem

while scaling to >50 teams in four cities.

solving, product ownership, agile tech

Spotify Engineering Culture video and

• Recurring collaboration events such as

lots of other similar materials for

Spotify-wide hack week and Guild

internal and external use

Spotify

coaching, and training

Engagement

practices, etc.

unconferences

Result



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

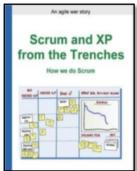
- Agile/lean mentoring & training scattered across 6 months.
- > 80 developers/testers
- Introduced concepts such as Value Stream Mapping and sprint planning with all teams simultaneously.

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.

Scrum and XP from the Trenches

Published books



Kanban and Scrum Making the most of both



Lean from the Trenches Managing Large-Scale Projects with Kanban

