



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 Cobcu, 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.



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



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.



Spotify Music Streaming company

Engagement

- Over 2 years of Agile/lean mentoring, coaching, and training
- Worked hands-on with leaders, teams and coaches to help Spotify stay agile while scaling to >50 teams in four cities.
- Internal training on lean problem solving, product ownership, agile tech practices, etc.

Result

- Spotify Engineering Culture video and lots of other similar materials for internal and external use
- Recurring collaboration events such as Spotify-wide hack week and Guild un conferences



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.

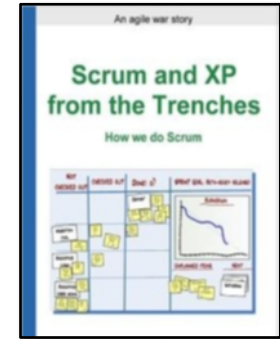
Result

- 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.

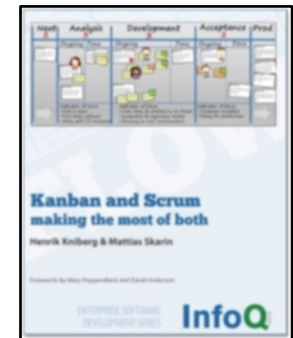


Published books

Scrum and XP from the Trenches



Kanban and Scrum Making the most of both



Lean from the Trenches Managing Large-Scale Projects with Kanban

