

Henrik Lindberg

Senior Data Scientist

18 years in software development, 15 years management, 12 years in Data Science

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Experience

Senior Data Scientist (Aug 2019 - present)

Freelance

Helping companies mine for gold in their data; in particular to create and support a data driven culture, to use data and clever technologies to build excellent products, and in general to help curious people to become experts of what they do.

CTO / Senior Data Scientist (Aug 2017 – Aug 2019)

Studentvikarie AB - Edtech / Digital Marketplace

Manager of the product development team with 10-15 members. Built a data driven organization in both technology and culture, as well as prognoses and optimization. Among many other things, this brought the company to their first major round of investment.

CTO (Sep 2016 – Aug 2017)

Zimpler AB - Fintech

Manager of the product development team with about 15 developers, product managers, and designers. Responsible for technology development and operations, including staff, process and strategy. Outside my managerial responsibilities, I performed data and business analysis for both product development and the management team.

Manager / Senior Analyst (Oct 2015 – Sep 2016)

Svenska Spel AB

Manager for a cross functional team of about ten members. In parallel, data analyst within our development process for problem gambling analytics and prevention.

CTO / Head of Research and Services (Oct 2008 – Oct 2015)

Playscan AB - Data Analysis Consultant / Problem Gambling Prevention

Responsible for product development, deliveries, operations and staff. Created an impact driven process with an exceptionally high capacity of delivery, staff that grew both professionally and personally, installations at several of the major national gambling companies in Europe with in total 4.5 million users, as well as good relations with out customers which allowed us to develop in an exploratory process towards end customers.

Education

Business Analyst (Mar 2008 - Oct 2008)

Freelance / Ogame Network - Gaming Industry

- 1) Investigated and wrote a Business Case of costs and benefits of introducing multiple currencies in the offering and organization.
- 2) Project Manager to create a marketing strategy for the company's B2C business.

Software Developer / Head Architect (Jun 2002 - Mar 2008)

Boss Media AB - Gambling Industry

Tech Lead in a business development project to create the world's first server based VLT system. The job consisted of everything from development to on-site operations, with much travel and many international contacts. This project came to multiple the company's public market value five-fold.

After this, Head Architect and half-time acting CTO within the management team.

Software Engineering

1999 - 2002, Blekinge Institute of Technology