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Top Skills

Teaching

Artificial Intelligence (AI)

Coaching & Mentoring

Certifications

Certified Scrum Trainer

Certified LeSS practitioner

Advanced Certified Scrum Developer

Certified Scrum Professional®-
Developer

CSD® Educator

Publications

Version Control for Multiple Agile
Teams

How Spotify Builds Products

Spotify Engineering Culture

Kanban and Scrum - Making the
Most of Both

Lean from the Trenches: Managing
Large-Scale Projects with Kanban

Henrik Kniberg

AI whisperer. Chief Scientist & Cofounder of Hups.com. Cofounder of GoClimate.com. Teemyco advisor. Crisp consultant. Previously Spotify coach, LEGO coach, Minecraft dev @ Mojang. Like to jam!
Greater Stockholm Metropolitan Area

Summary

Currently focused on applied AI - how to use generative AI (GPT etc) to improve productivity and build awesome products/services.

I've done Minecraft design/development at Mojang, also coach the teams using Agile & Lean principles and methods like Scrum, XP, and Kanban. Previously worked with Spotify and LEGO, helping to implement agile culture there and in other fast-moving and fast-growing environments.

I cofounded Hups.com together with Niklas Modig. We create self-improving organizations!

I accidentally sort of co-created something called the Spotify Model.
<https://labs.spotify.com/2014/03/27/spotify-engineering-culture-part-1>

I'm into climate change, and co-founded <http://GoClimate.com>. Help us save the world!

For more info see <http://www.crisp.se/henrik.kniberg>, or my blog <http://blog.crisp.se/author/henrikkniberg>

Experience

Hups

Chief Scientist & Co-Founder

January 2021 - Present (2 years 9 months)

Stockholm

Teemyco

Advisor

February 2023 - Present (8 months)

Greens Ventures
Founding Investor
August 2022 - Present (1 year 2 months)

Crisp
Co-owner & AI whisperer
September 2005 - Present (18 years 1 month)
www.crisp.se

Mojang AB
Minecraft designer/developer/coach
February 2018 - May 2022 (4 years 4 months)
Stockholm
Minecraft gameplay design, development, and team coaching.

GoClimate
Co-Founder
September 2017 - January 2022 (4 years 5 months)
<http://www.goclimate.com>
A way for everyone to help stop combat change.

LEGO Group
Agile/Lean coach
December 2014 - November 2016 (2 years)
Billund, Denmark
Agile/Lean coaching. Helped with implementing and scaling an agile organization of about 20 teams. Mentored leaders and teams and spread seeds of agile thinking in various parts of the organization. Did internal training, facilitation, workshops, and individual coaching. Some of the experiences documented in this article "Scaling Agile at LEGO":
<https://blog.crisp.se/2016/12/30/henrikkniberg/agile-lego>

Spotify
Agile/Lean coach
May 2012 - November 2016 (4 years 7 months)
Stockholm
Coached and mentored managers and teams, helped introduce and spread Agile & Lean mindset and practices across the organization. Watched the org grow from a few hundred to several thousand in the space of 5 years.

Documented the experiences in several viral articles and videos about Spotify engineering culture.

Agile Alliance

Board of Directors

August 2009 - August 2011 (2 years 1 month)

Netbreeze

CEO & cofounder

1997 - 2008 (11 years)

Independent software consulting. Projects include J2EE development, requirements analysis, & system architecture. Strong focus on test-driven development and agile software. Several projects have been partially outsourced to offshore software houses in Poland and India.

Tain

Chief of development

December 2005 - April 2007 (1 year 5 months)

Lead the development team (approximately 40 developers), promoted good design practices, and established effective routines for requirements, development, quality assurance, release management, etc. Hired as consultant, not employed.

Used Scrum and XP (agile software development methods), TDD (test-driven development), Java/J2EE, and a host of well-established technologies including Spring framework, Hibernate, Tapestry, JBoss, Oracle DB, MySQL DB, etc.

Epicent

CTO & cofounder

January 2003 - December 2005 (3 years)

Mobile services. Patented technology for connecting mobile phones with PCs regardless of distance.

Ace Interactive

System design team lead

March 2004 - December 2004 (10 months)

As consultant I led the system design team for a client/server gaming terminal system, and introduced agile practices such as TDD (test-driven development).

Goyada

CTO & cofounder

1998 - 2002 (4 years)

Recruited & led the technical team (20 people at peak). Designed and developed most of the technical platform and architecture. Extensive usage of technologies and tools such as J2EE, EJB, XML, JSP, HTTP, Struts, JUnit, Ant, OODB, and RDB. Developed several patents related to mobile services. Set up partnerships with hosting companies, consulting companies, and offshore developers.

Education

KTH Royal Institute of Technology

Master's Degree, Computer Science · (1993 - 2014)