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WORK EXPERIENCE

January 2013: Pro Bono Group Dynamics Facilitation, Glokala Folkhögskolan, Malmö. Glokala offers adult education for people who need to need to complement their grades to qualify for university studies. I lead a number of workshops designed to build trust, increase the level of cooperation and offer a great start of the semester.

- Very positive feedback from students and teachers alike.
- The participants are already more open, show each other more respect and have started to interact even outside the classroom.

January 2013: Presentation Deck Design, ONKYO, Osaka.

- Design of internal presentation decks and strategic work material.

June 2012 – October 2012: Graphic Design intern, TBWA\Tequila\Digital and The Integer Group, Shanghai.

- Designed shopping bag concept for chocolate brand and designed posters for Integer China's five year celebration event.
- Facilitated ideation sessions for the Tequila digital team to generate new marketing campaign concepts.

April 2012 – May 2012: Graphic & Motion designer, Must Films, Shanghai.

- Created backdrop illustrations for Changqing Tiandi opening ceremony.
- Created concept and final art for Brawl on the Bund while collar boxing event.

October 2011 – January 2012: Agile/Lean Coach, Sony Ericsson Mobile Communications, Lund. Responsible for evaluating and establishing Agile work practices such as Scrum and Kanban at the Software Environment section. Coaching of department managers.

- Secured buy in by involving team members using visual storytelling to convey their role in the change initiative.
- Successfully implemented Agile practices and processes.
- Supported the department to advertise their services internally by creating a 3x1 meter infographic.

November 2010 – September 2011: Agile/Lean Coach, Telia Broadband Denmark, Copenhagen. Changed the local IT department from being perceived as a black sheep to being an example for the rest of the organization. Improved cross departmental collaboration, project planning, project delivery and implemented Agile work processes.

- Fulfilment of project goals: Organization work end2end, IT dep. throughput increased 4X, on time delivery and code quality improved.
- Coached the IPTV pilot project to a success which delivered value and revenue from day one.
- Work satisfaction among people involved in the transformation has increased.

March 2010 – October 2010: Project manager/Agile Coach, Huawei Technologies, Shanghai. Lead two separate three month projects at two 300+ person departments. Project included evaluation, education and coaching of Agile. I created custom tailored education programs, carried out Value Stream Mapping and coached several department managers and teams.

- Management staff actively involved in the transformation.
- Ten internal Agile coaches trained.
- Increased throughput and communication in trained teams due to better focus and resource management.
- Created a sustainable change which still generated new initiatives six months after project completion.

September 2009 – March 2010: Marketing & Education, Softhouse Education. Teaching courses in Agile, Lean, Scrum and Teamwork. Production of marketing material to support Softhouse sales organization with case studies.

- Taught courses in Sweden, Denmark, Norway and Hungary with exceptional high satisfaction rate in participant feedback (8 out of 10 or above).
- Creation of several case studies for Softhouse Consulting where I was responsible for story, copy and art direction.

April 2009 – August 2009: Developer, Danish National IT and Telecom Agency (ITST), Copenhagen. Part of an Agile development team creating mobile services for the Danish public sector. The team was the first Agile team for ITST and the most productive.

- Participated in creating a "full" Agile+XP implementation using Scrum, XP, TDD and CI in a .NET environment.
- Project completed ahead of schedule within budget.

January 2009 – March 2009: Agile coach, Atchik-Realtime, Copenhagen. Educated and coached an 8 person team, their Scrum Master and their two Product Owners in using Scrum and Agile practices.

- In three months I managed to get the team to such a level that they could carry on the iterative improvement on their own.

April 2008 – November 2008: Scrum Master/Project Manager, Schneider Electric, Malmö. Responsible for a new 12 person cross-functional co-located multi national team developing a web based client. Team members came from Sweden and India. I built the team and handled project planning, reporting and coordination.

- Built a strong team from scratch using Scrum and The Five Dysfunctions of a Team.
- Lead the team to deliver a web based client which rivalled the native Windows version.

October 2007 – April 2008: Sales Manager/Business developer, Softhouse Crossmedia Avenue, Malmö. Responsible for developing new concepts within mobile applications and marketing in a pre iPhone era.

- Managed to generate a high volume of meetings with top Swedish advertising firms, banks and fashion brands.

- Created a large number of mobile application concepts which later have been realised (by other vendors since Crossmedia shut down operations at the end of 2008).

June 2007 – October 2007: Key Account Manager, Softhouse Consulting, Malmö. Temporary support of Softhouse accounting team.

September 2006 – May 2007: Scrum Master/Project manager at IKEA IT, Älmhult. Scrum Master for the pilot implementation of Scrum at IKEA IT in Älmhult. I lead a ten person development team through one release cycle. This was my first leadership role.

- Delivered a successful pilot project.

June 2005 – December 2006: Founder and Software Developer, Revoid. Together with two student friends I developed the first version of Samcom, a mobile communication system for the Swedish paratransit company Samres during my last year of master studies.

- Working proof of concept within 2 months, first sharp version a year later.

EDUCATION & CERTIFICATES

2006 - 2012

M.Sc Information and Communication Engineering, Lund University

Master Thesis at North Carolina State University, Raleigh, USA.

2007

Introduction to Law, Lund University, Sweden

2003 - 2004

Product Design, Central Saint Martins College of Art and Design, London, UK

2000 - 2001

Computer Science and Business Economy, Lund University, Sweden

(march) 2013

Coach certification by We Create.

2013

The Human Element (Group Dynamics and Personal Leadership)

2011

UGL (Group Dynamics & Leadership)

2011

Game Storming & Innovation Games

2007

Certified Scrum Product Owner

2006

Certified Coach Practitioner

2006

Certified Scrum Master & Scrum Practitioner

SKILLS

Facilitation

Organisational development

Coaching

Team building

Change management

Project management

Ideation

Design

Graphic design

Photography

Infographic design