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IEEE Member No 40286444



Personal Details		
1. IEEE Member Details	40286444, Joined 1998	
2. Nationality & Date of Birth	Sweden, 1972-06-23	
3. Languages	Swedish, English, French, German	
4. Summary of qualifications, skills and values	Greger Wikstrand is a senior IT consultant with a Ph D in Computer Science. He is driven, intelligent and a natural leader. He has been working in the IT industry since 2000. He is a broadly experienced professional and a fast learner. He has worked internationally in Asia and France and with off/near-shoring teams in India, Eastern Europe and Sweden.	
Experience History		
2011-01 – ongoing	Managing Consultant at Capgemini	2 m
2007-09 – 2011-01	Project Manager / Consultant at Know IT Sweden AB	3 y 2 m
2002-01 – 2006-12	Ph D Student at Umeå University	
2001-01 – 2002-09	Project Manager at Ericsson AB	1 y 0 m
2000-01 – 2000-12	Systems Analyst at Procter & Gamble	1 y 0 m
1998-02 – 1999-12	Ph D Student at Linköping University	
Total (non-overlapping) professional experience		5 y 4 m
Total educational experience (according to IEEE SM rules)		5 y 0 m
Educational Qualifications		
1. Ph D (Tekn dr)	Umeå universitet / Computer Science	2006
2. M Sc (Civ Ing)	Uppsala universitet / Engineering Physics	1998
International Exposure		
<p>France: Worked in convenience store Summer of 1987, Fourth year student in Computer Science at Université de la Méditerranée in Marseille 1995-1996, Direct report to french manager in Paris 2000 including several projects in Paris</p> <p>Macedonia (FYROM): Worked with off shore team located in Skopje during 2008-2009 including one visit</p> <p>India: Worked with off shore team in Bangalore during 2009 including recruitment and training planning</p> <p>China: Worked on site in Shen Zhen as Agile Coach during 2010</p>		
Significant Achievements		
2011	Leading role in “national commission” (4 largest regions in Sweden) on making remote access to patient records practically possible Integration architect in two projects with systems having a total of 30 000 daily users	> 2 m
2010	Invited to China to work as Agile (Software Engineering) Coach in Chinese telecommunications equipment company. Two papers published in IEEE Conferences on Software Engineering Project manager in two engineering projects	1 y 0 m
2009	One paper published in IEEE Conference on Software Engineering Project Manager in three parallel engineering projects including one out sourced, off shore team and building up and transferring work to one in house, off shore team	1 y 0 m
2008	One paper published in IEEE Conference on Communications Project Manager in several engineering projects	1 y 0 m
2007	One journal article published (based on work from 2002-2006) Project Manager in engineering project	3 m
2002 – 2006	Time in Ph D studies, or overlapping work and studies One publication in 2002, one publication in 2003, one publication in 2006	3 y 0 m
2001	Research Project Manager in one project, leading to one patent (applied in 2001)	1 y 0 m
2000	Project Manager in several IT projects including in Sweden, Denmark, Norway, Finland and France Contributed to renegotiation of global agreement with supplier	1 y 0 m
Total years of significant contribution (according to IEEE SM definition)		8 y 5 m
Selected Projects		
11Q1 – now	Region Skåne Architect	VAP – Virtual Access Platform. A project to provide access to patient records and other sensitive information to givers and receivers of healthcare. A collaboration between the four largest health care providers in Sweden. Responsibilities including creating, documenting and validating scenarios and requirements.
11Q1 – now	Region Skåne Integration Architect	PMO, Melior – Two separate projects for changing the patient records system used by a total of about 30 000 daily users in Region Skåne, Sweden. Responsibilities include interviewing technical and “business” staff for requirements and current configurations. Describing and analyzing options and alternatives for future integrations. Documenting and recommending selected options.



10Q1 - 10Q4	Malmö Stad	Project Manager / Scrum Master	Markupplåtelseregister – an application for managing leasing public space for various purposes such as outdoor restaurants etc. Responsibilities: Project Management / Scrum Master including requirements/backlog management. Management interface to customer. Coaching team members in Test First Development, Continuous Integration and Acceptance / done criteria.
10Q2 - 10Q4	Hua- wei, China	FST expert, process and leadership coach	The customer had been working with software development based on a strict waterfall process modelled on top of CMMI Level 5 and the Integrated Product Development (IPD) concept from IBM. After a year of unsuccessful attempts to switch to a more agile way of working they needed an experienced coach who could also help them evaluate and implement fault sliphthrough (FST) measurements to reduce customer detected problems. Team size: About 25 direct reports in Agile improvement project. About 3 direct reports in FST project. Responsibilities: Coaching all parts of a product development units on agile practices and other process improvements. Help the organization to evaluate FST measurements as a part of their process improvements.
10Q1	Know IT	Project Manager	Been There Done That – An Android application with cloud based persistence layer for time reporting for mobile work force. Team size: 5 persons incl developers and testers. Responsibilities: Responsibilities included Project Management/Scrum Master role including coaching project members on Agile & XP practices such as Test First Development, Continuous Integration, Acceptance Testing etc.
09Q3 – 09Q4	Eric- son	Sub- project Manager	Test Tools – Day 3 Migration Responsible for driving the Day 3 migration – from Ericsson to ST Ericsson network and infrastructure – of circa 10-20 test tools and applications including test management, test execution and test follow-up applications.
08Q3 – 09Q4	ST Eric- son	Project Manager	ATlet Test Tool ATlet is a Python based framework for developing and executing test cases used by ST Ericsson for verification of mobile platforms. The project included developing, supporting and maintenance of the framework. Project size: 1-2 developers.
08Q3 – 09Q4	ST Eric- son	Object Leader	Test and Verification Platform (TVP) and TSCom TVP is a framework to enable test and observability of the ST Ericsson mobile platforms. It can be compared to Dtrace from SUN. The project was responsible for development, maintenance and support of the TVP framework both on the embedded side and on the PC side (TSCom). Project size and magnitude: 2-4 embedded developers and 2-3 PC developers. 3-5 developers in Lund and 2-4 developers in Bangalore. Problems with the framework, when they occurred, often lead to very high pressure and attention from the top of the R&D organization as they were in some cases blocking customer deliveries. Responsibilities: Project manager & Scrum master. Co-ordination of box deliveries. Collaboration with owners of related modules. Developing security requirements. Direct interaction with customers such as Ascom, Microsoft and Sagem.
08Q3 – 09Q3	ST Eric- son	Tools Project Manager	Managed Test Chain The project goal was to make it possible for a non-expert manager to get an instant picture of the quality and status of a given product under development based on aggregating information from all development and verification steps. Project size: One on-site engineer and a outsourced team of 4 developers, 1 tester and 0,5 sub-project managers. Responsibilities: Tools project manager, system management, outsource manager. "Account manager" for internal customers. Interaction with representatives from all parts of the R&D organization. Developing and tuning processes to support development efficiency and quality. Tools implemented include FST, a product dashboard, and various custom reporting.

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07Q4 – 08Q2	Ericsson AB	Test Tools Project Manager	Development, deployment and maintenance of a system for automated build, integration and regression testing called Daily Build and Daily Test (DBDT) as well as for deploying CQTM for test management and test execution. Peak project magnitude: Reported directly to platform program manager. Approximately 20 direct reports in three sites and 12 lines. Responsibilities: relaunch of project, creating a committed project specification, obtaining end-user commitment, securing necessary budgets for staff and equipment, software development management, test suite development management, planning and securing system verification, release management, end-user training, hand-over to customers. error management and more.
2004-2006	Umeå university	Researcher, Project Manager	Research into new more efficient MAC-algorithms for WLAN:s including multicast and unicast traffic. About 4 reserachers involved. Responsibilities included definition of goals, problems and solutions, team management, securing commitment, stochastical performance analysis, literature research, writing, publishing and presenting results.
2002-2003	Umeå university	Researcher, Project Manager	Research into the respective roles and benefits of animations and video in broadcasting sports to handheld devices. Also performed research on collaborative multimedia and networked gaming under adverse conditions in wireless networks. Development of prototypes. Responsibilities included: securing staff and commitment without aid of budget, planning, organizing and conducting research, statistical analysis of results, writing, publishing and presenting results. Five researchers and a number of students involved in project.
2002	Luleå technical university	Project Manager	Development of a system for end-user tests of mobile and wireless applications. System comprises a 3GPP service network, a user portal, a group of users and stores/merchants. Available at http://testplats.com/ . A total of 20 staff in the project including software developers, marketing specialists, researchers and end-user experience experts. Responsible for project from inception to handover to receivers.
2001	Ericsson	Project Manager, Researcher	Research on how to scale a wireless multimedia system from supporting less than ten users to supporting over five thousand users. Team of four staff and one thesis worker. Responsible for entire life cycle of project from project inception to handover to recievers.
2000	P&G	Project Manager	Upgrade of all computers in five offices in Denmark, Sweden, Norway and Finland to new operating system. Responsibilities included planning work, securing commitment from managers, securing training in new environment, securing necessary hardware updates, making decisions on priorities for distribution of new computers, securing and directing technicians to perform upgrades, managing budget for project.
2000	P&G	Project Manager	Design, implementation and roll-out of new intranet.
2000	P&G	Project Manager	Purchasing new contracts for land-line and mobile telephony for company offices in Nordic countries, especially for Sweden.

Selected Publications

2010	Search-based Prediction of Fault-Slip-Through in Large Software Projects , Wasif Afzal, Richard Torkar, Robert Feldt, Greger Wikstrand An Empirical Evaluation of Regression Testing Based on Fix-Cache Recommendations , Emelie Engström, Per Runeson, Greger Wikstrand
2009	Dynamic Regression Test Selection Based on a File Cache , Greger Wikstrand, Robert Feldt, Jeevan Kumar Gorantla, Wang Zhe, Conor White Conference: International Conference on Software Testing, Verification, and Validation - ICST , pp.299-302, 2009
2008	Prioritized Repeated Eliminations Multiple Access: A Novel Protocol for Wireless Networks , Greger Wikstrand, T. Nilsson, Mark S. Dougherty, Conference: IEEE INFOCOM - INFOCOM , 2008
2007	A collision detection method for multicast transmissions in CSMA/CA networks , T. Nilsson, Greger Wikstrand, Jerry Eriksson, Journal: Wireless Communications and Mobile Computing , vol. 7, no. 6, pp.795-808, 2007 Untruncated Eliminations in the EY-NPMA MAC Protocol: Performance and Optimality , Greger Wikstrand, Thomas Nilsson
2006	Success Factors for Team Project Courses , Greger Wikstrand, Jürgen Börstler, Conference: Conference on Software Engineering Education and Training - CSEE&T , pp.95-102, 2006
2003	Designing a Football Experience for a Mobile Device , Greger Wikstrand, Staffan Eriksson, Frida Östberg, Conference: IFIP Conference on Human-Computer Interaction - INTERACT , 2003 System and a method relating to communication of data , (Patent) K. Svanbro, G. Lindahl, E. Jonsson, E. Rosenqvist, G. Wikstrand

Professional Affiliations and Memberships

IEEE (since 1998), IEEE Computer Society, IEEE SMC, ACM (since 1998), DFS, Sveriges Ingenjörer (since 1992)