

Hypergrowth vs LeSS:

Experience from the trenches



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- Certified Trainer @ Co-actors
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- Scrum Master since 2014
- Based in Krakow, Poland



Clients



Agile Expat



Content



01 Hypergrowth

What is Hypergrowth and can it be avoided?

02 Experience from the trenches

Stories of Hypergrowth and its implications at two startups

03 Lessons learned

My personal takeaways

Content



01 Hypergrowth

What is Hypergrowth and
can it be avoided?

What is Blitzscaling?

“Blitzscaling drives “lightning” growth by prioritising speed over efficiency, If you’re willing to accept the risks of blitzscaling when others aren’t, you’ll be able to move faster than they will. Creating a “first-scaler advantage.”

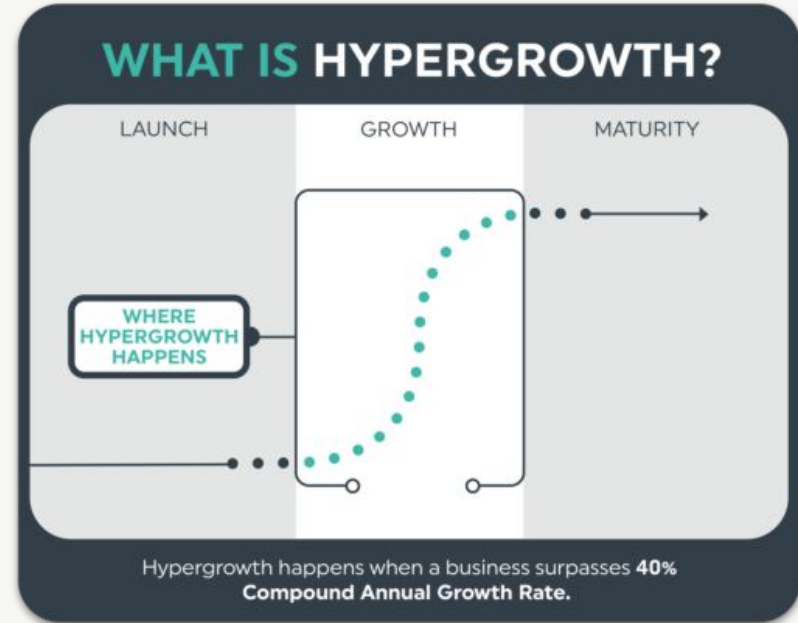
Reid Hoffman, Chris Yeh



What is Hypergrowth?

“Achieving hypergrowth means maintaining a 40%+ average annual growth rate for more than one year.”

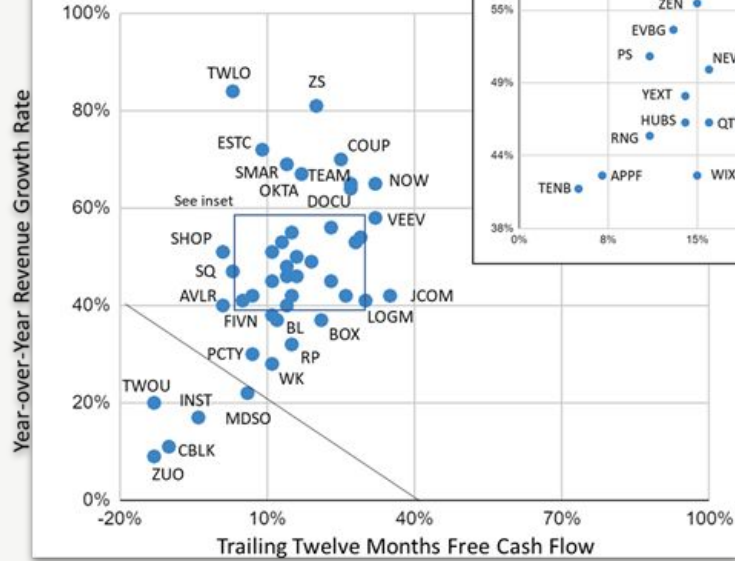
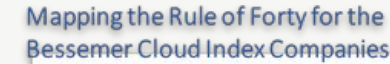
The World Economic Forum



The Rule of 40

“... is a principle that states a software company's combined revenue growth rate and profit margin should equal or exceed 40%.

SaaS companies above 40% are generating profit at a rate that's sustainable, whereas companies below 40% may face cash flow or liquidity issues."



Source: Bessemer Venture Partners, The BVP Nasdaq Emerging Cloud Index, (NASDAQ:EMCLOUD)
<https://www.bvp.com/bvp-nasdaq-emerging-cloud-index>

What it takes to achieve?

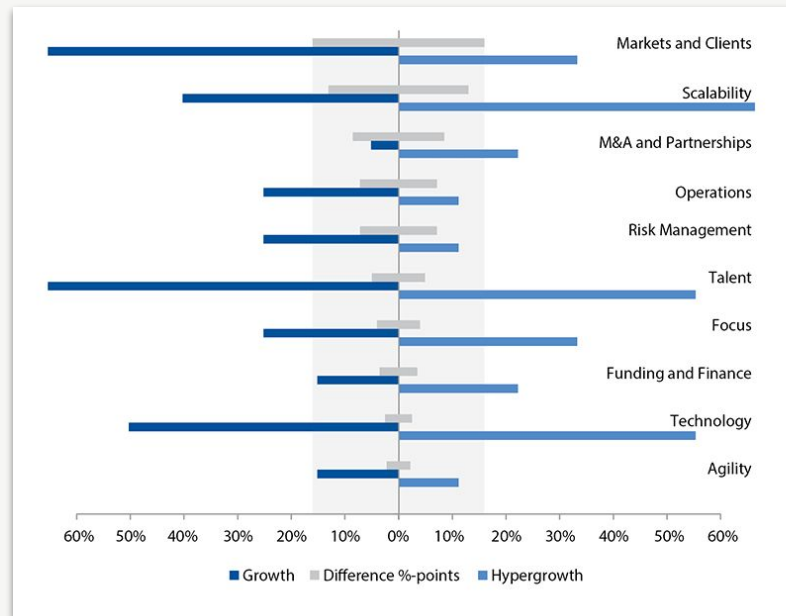
“The kind of growth involved in blitzscaling typically means major human resources challenge. Tripling the number of employees each year isn’t uncommon for a blitzscaling company.”

Reid Hoffman, Chris Yeh



Focus during Hypergrowth

The top priorities of hypergrowth companies are Scalability, Talent, Technology and Clients.



Content



01 Hypergrowth

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Case One

Current structure:
Unknown

Growth rate:
From 35 to 200
people in 10 months

Dec '18

1 team (7 Developers)

One-team Scrum in a
single location



Dec '18

1 team (7 Developers)

One-team Scrum in a
single location

Apr '19

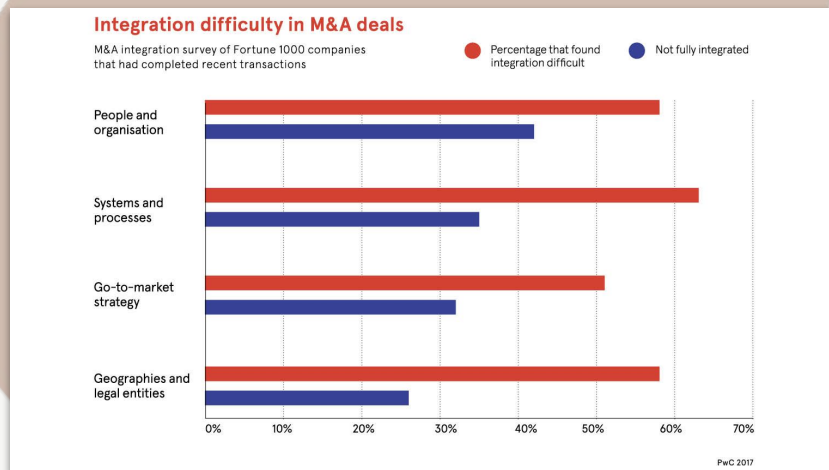
3 teams (~20 Developers)

LeSS-like setup with a
single PO and three
teams at two different
locations

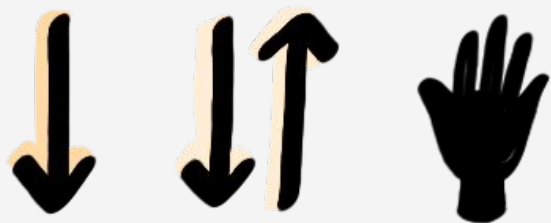
Post-M&A culture clash

“Culture has emerged as one of the dominant barriers to effective integrations. In one study, culture was found to be the cause of 30 percent of failed integrations.”

“Cultural issues in mergers and acquisitions” by Deloitte



Temporary parallel org

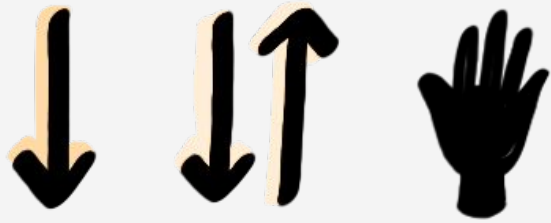


THREE PRINCIPLES

“...you keep your existing organization as it is and gradually build the new organization next to it, starting with a few feature teams or one Requirement Area...”

LeSS Guide of Parallel Organization

Temporary parallel org



THREE PRINCIPLES



“...you keep your existing organization as it is and gradually build the new organization next to it, starting with a few feature teams or one Requirement Area...”

LeSS Guide of Parallel Organization

Retaining existing teams



“A Team stays together ‘forever.’ Anyone who has ever been on a real long-lived team knows that teams get better as the team members get to know each other and learn how to do and improve work together.”

LeSS.works website

Retaining existing teams



“A Team stays together ‘forever.’ Anyone who has ever been on a real long-lived team knows that teams get better as the team members get to know each other and learn how to do and improve work together.”

REJECTED

LeSS.works website

Dec '18

1 team (7 Developers)

One-team Scrum in a single location

Sept '19

5 teams (~40 Developers)

LeSS setup with a single PO and five teams at three different locations

Apr '19

3 teams (~20 Developers)

LeSS-like setup with a single PO and three teams at two different locations

If you want to learn more about this case

Check out my case study from the LeSS Day Europe 2020.



The screenshot shows a presentation slide with a dark blue background. On the left is a portrait of Denis Salnikov, a man with a beard wearing a white shirt with a red and blue patterned collar. To the right of the portrait, the text reads: 'Denise Salnikov' in large white font, followed by 'LeSS Practitioner' and 'Country: Germany' in smaller white font. Below this, 'Case Study:' is written in orange, followed by 'Story of a failed LeSS adoption in the leading European FinTech startup.' in white. In the top right corner is the 'scrum Ukraine' logo. At the bottom, the 'LeSS DAY EUROPE' logo is displayed in white, followed by '15-17 JUNE 2020 | ONLINE' and the tagline 'Large-Scale Scrum. Real stories of deep organizational transformations'.

scrum
Ukraine

Denise Salnikov
LeSS Practitioner
Country: Germany
Case Study:
Story of a failed LeSS adoption in the leading European FinTech startup.

LeSS DAY EUROPE 15-17 JUNE 2020 | ONLINE
Large-Scale Scrum. Real stories of deep organizational transformations

Case Two

Current structure:

LeSS Huge of
45 teams in 8 RAs

Growth rate:

From 150 to 800 people
in 1,5 years



Sept '20

12 teams (~100 Developers)

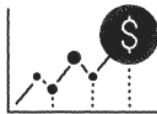
LeSS setup with
co-located teams

Defining and forming RAs

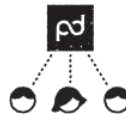
“Feature teams scale nicely, but when their number goes above eight teams additional structure is needed. Requirement areas provide this structure and complement the concepts behind feature teams.”

LeSS.works website

Problem



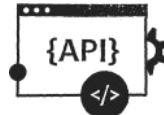
Growth



Application



Solutions



API

Volunteering



<http://less.works>

“Use volunteers! True volunteering is a powerful way of engaging peoples’ minds and hearts. It’s underused, probably due to the feeling of loss of control by managers. But for people in teams it feels empowering.”

LeSS.works website

RAs self-design

Growth



Tanya Aulachynskaya Alexei Maistrenko Aksana Khilko



Alesia Shilova Liudmila Kurbatskaya Anna Werigo

Quota: 2 PY teams

Spirit

Mooncake

Rocket

Dream

Application Core



Mike Korenuzgin Maks Zhylitski Katerina Leonchikova Darya Sobal



Liza Gatsak Sergey Keller Eugenia Chul Dima Khrolovich Lena Glekova Alexei Pashkevich

Quota: 6 teams (4 PT + 2 JAVA)

Cook

NotIntegrations

Monads

Discovery

Split
Happens

Hedonists

Solutions



Nikita Martynov Mick Amelishko Denis Savostin Anastasiya Pisarenkaya



Tatsiana Sialitskaya



Evgeniy Labunskiy

Quota: 4 teams (2PT + 2 JAVA)

Yadro

Solit

Eleven

Lucky

Easy

API & Integrations



Brad Andrews Yuri Losinets Sergei Plevko Anastasiya Pisarenkaya



Scott Bilodeau

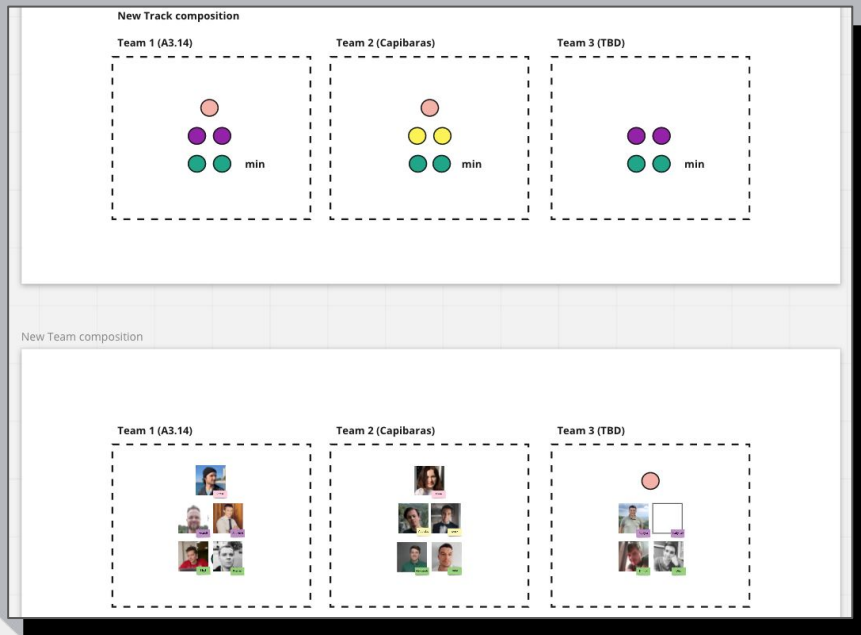
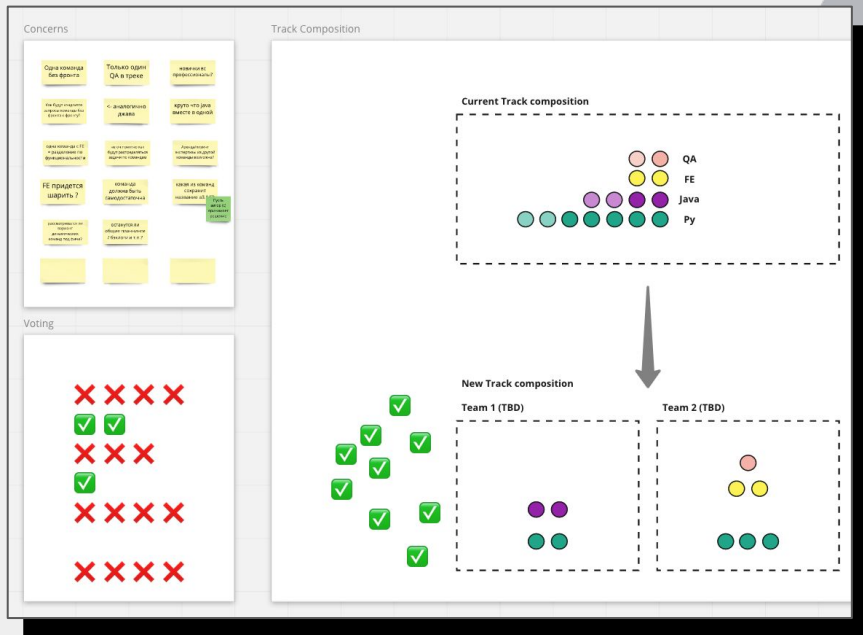


Olya Horbatuk

Quota: 2 teams (1PT + 1 JAVA)

New Team

Teams self-design



Volunteering



“Use volunteers! True volunteering is a powerful way of engaging peoples’ minds and hearts. It’s underused, probably due to the feeling of loss of control by managers. But for people in teams it feels empowering.”

LeSS.works website



A horizontal timeline line with two colored dots: a blue dot on the left and a brown dot on the right. A vertical line extends upwards from the brown dot to the text 'Mar '21'. Another vertical line extends downwards from the blue dot to the text 'Sept '20'.

Mar '21

19 teams (~140 Developers)

LeSS Huge setup with 5
RAs (fully remote)

Sept '20

12 teams (~100 Developers)

LeSS setup with
co-located teams

Onboarding newcomers

“Feature teams scale nicely, but when their number goes above eight teams additional structure is needed. Requirement areas provide this structure and complement the concepts behind feature teams.”

LeSS.works website



Source: Brandon Hall Group

Onboarding newcomers

“Feature teams scale nicely, but when their number goes above eight teams additional structure is needed. Requirement areas provide this structure and complement the concepts behind feature teams.”

LeSS.works website

Source: Gallup



**88% OF ORGANIZATIONS
DON'T ONBOARD WELL**

Source: Brandon Hall Group

Engineering Bootcamp



“An Engineering Bootcamp starts every Sprint for all engineers who have just joined the company. A team is formed from newcomers, who work through the stages of PBR, Planning and other Scrum events.”

PandaDoc
knowledge base

Bootcamp feedback



@here Hi Team! 🐼

1:44 PM

While third Engineering **Bootcamp** iteration is running it is time to share results and feedback from the second one - so let's go!

How it went? 🚀

We had 10 **Bootcampers** in the team, 8 live lectures, 1 workshop, and 6 self-study sets of materials. The team went through a full development cycle within a sprint from PBR till Sprint Review.

The Team delivered 3 tasks to production (it was 1 last time)!

Results based on the feedback 📊

- we've got **NPS 50** (last one was 33.3)
- the Team tried **Mod programming approach** and it seems most useful technique for the **Bootcamp**
- we've added one more topic to **Bootcamp** - 'Deployment process' (thank you [redacted])
- most **struggling points** were: getting access to repos in Gitlab, getting access for slack channels for our contractors

Engineering Bootcamp



"An Engineering Bootcamp starts every Sprint for all engineers who have just joined the company. A team is formed from newcomers, who work through the stages of PBR, Planning and other Scrum events."

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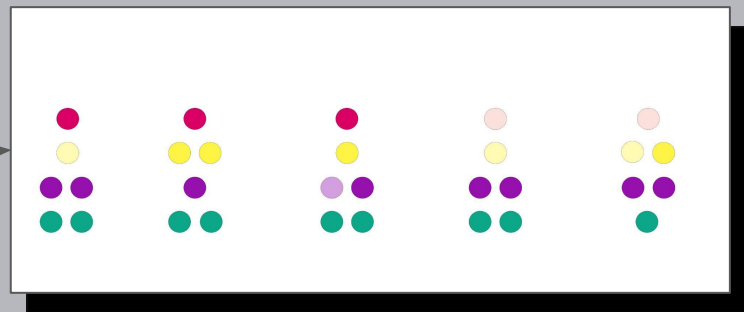
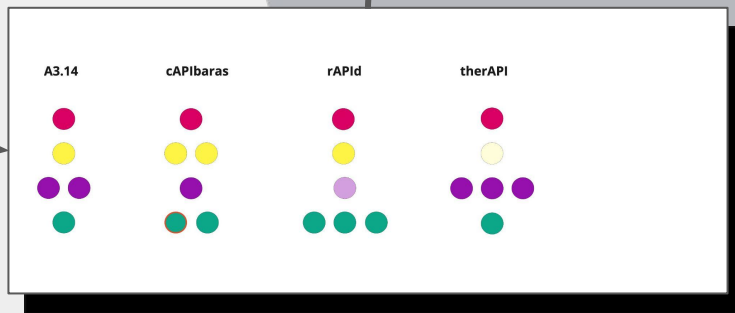
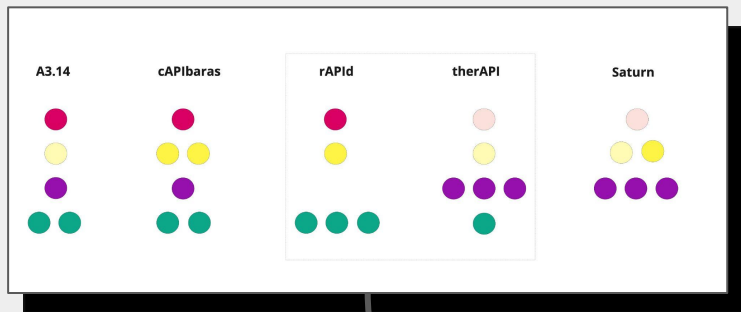
“Onboarding” teams



“Self-managing teams do not just happen, they need the right environment. The organization is responsible for supporting the team development by creating the conditions needed for teams to succeed.”

LeSS.works website

Chosen via volunteering



“Onboarding” teams



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LeSS.works website



Mar '21

19 teams (~140 Developers)

LeSS Huge setup with 5
RAs (fully remote)

Sept '20

12 teams (~100 Developers)

LeSS setup with
co-located teams

Sept '21

37 teams (~270 Developers)

LeSS Huge setup with
9 RAs (fully remote)

Kicking-off new RAs

“...in the early stages of growth, a startup focuses on doing one thing and doing it well ... as they continue to pursue lightning-fast growth it becomes necessary to introduce multiple product lines or even business units.”

Reid Hoffman, Chris Yeh



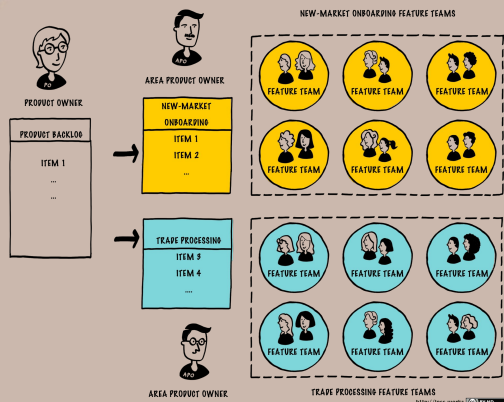
Small Requirement Areas



“LeSS Huge is the second LeSS Framework, which is suitable for LeSS adoptions of more than eight teams. Conceptually is it LeSS scaled up further by having multiple (smaller) LeSS frameworks stacked on top of each other.”

LeSS.works website

More with LeSS



“Tiny areas ... reduce visibility into overall product-level priorities, increase local optimizations, increase coordination complexity, ... and lack the flexibility to take on the emerging highest-value items from a company perspective.”

Craig Larman, Bas Vodde

Small Requirement Areas



“LeSS Huge is the second LeSS Framework, which is suitable for LeSS adoptions of more than eight teams. Conceptually is it LeSS scaled up further by having multiple (smaller) LeSS frameworks stacked on top of each other.”

REJECTED

LeSS.works website

Sept '20

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LeSS setup with
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Mar '21

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LeSS Huge setup with 5
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Sept '21

37 teams (~270 Developers)

LeSS Huge setup with
9 RAs (fully remote)

Sept '22

45 teams (~320 Developers)

LeSS Huge setup with
8 RAs (still fully remote)

If you want to
learn more
about this case

Join me and Evgeniy
Labunskiy in this room
tomorrow, 11:30 am. :)

20 examples of unintended consequences of LeSS experiments

Track: [Experience](#) Room: SALA MARMUROWA

Date: September 23, 2022 Start Time: 11:30

Length: 45 minutes

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Experiments

01 Parallel Org



Might be a good strategy for the M&A scenario

02 Retaining existing teams



Might not be the best choice for the M&A scenario

03 Engineering Bootcamp



Nice-to-have practice if you have sufficient number of newcomers to batch them

04 Use volunteering



Stories of Hypergrowth and its implications at two startups

05 “Onboarding” teams



Nice way to spread existing culture amongst newcomers

06 Small Requirement Areas



Having too small RAs undermines organisational adaptiveness.

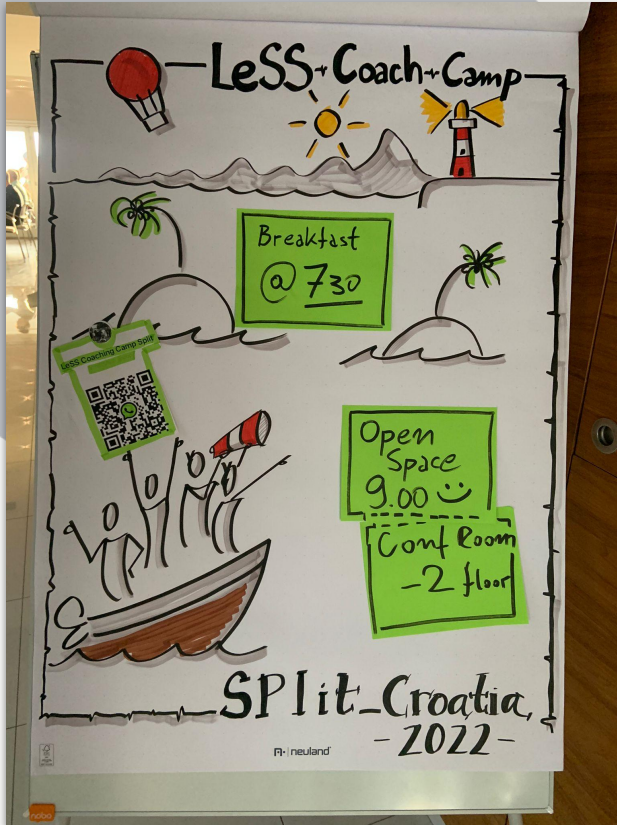
My takeaways

- Look for a “healthy” new joiners ratio when hiring for Hypergrowth
- Prioritise Cultural Fit over Expertise
- Do not treat M&A and “regular” Hypergrowth the same way
- LeSS practices and experiments (combined with common sense) work in such conditions too



Q&A time

LeSS
conference



The idea of this topic was born at the LeSS Coach Camp.
Join us in Malaga, Spain next May!



LeSS
conference



Thank you!

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