

Project Management for Software Companies: 5-Day Bootcamp

2027 00000 20 - 16
Amsterdam (Netherlands)

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~~R20222519~~~~2022015~~ **Location:** Amsterdam (Netherlands) **Fees:** 5200 GBP

Why This Course

Software projects move quickly and often involve changing requirements, technical complexity, distributed teams, quality expectations, and continuous stakeholder feedback. To deliver successful software products, project managers need more than general management skills; they need a strong understanding of agile delivery, software development lifecycles, estimation, team leadership, risk control, quality assurance, and continuous improvement.

This intensive 5-day Software Project Management Bootcamp equips professionals in software companies with practical tools and industry-focused techniques to lead software projects effectively. The course covers agile methodologies, requirements management, user stories, sprint and release planning, estimation, distributed team management, QA integration, CI/CD practices, risk management, agile reporting, dashboards, scope control, retrospectives, and project closure. Through hands-on exercises and real-world software project scenarios, participants will learn how to improve delivery performance, team productivity, and stakeholder satisfaction.

What You'll Learn and Practice

By joining this program, you will:

- Master agile project management methodologies for software development.
- Understand software development lifecycles and delivery models.
- Apply Scrum, Kanban, and XP concepts in software projects.
- Create project charters and initiate software projects effectively.
- Gather requirements and use user story mapping techniques.
- Build Work Breakdown Structures for software initiatives.
- Apply estimation techniques such as story points and T-shirt sizing.
- Plan sprints, releases, and delivery roadmaps.
- Facilitate daily stand-ups, sprint reviews, and agile ceremonies.
- Track progress using burndown charts, velocity, and dashboards.
- Manage distributed software teams and improve collaboration.
- Integrate QA, testing, CI/CD, risk management, and change control into project delivery.

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A graphic of a chessboard with several chess pieces (king, queen, rook, knight, and pawns) on it. The board is white and black, and the pieces are gold and silver.

The Program Flow

Day 1: Foundations of Software Project Management

- Understand software project management principles.
- Explore software development lifecycles and delivery approaches.
- Review agile methodologies, including Scrum, Kanban, and XP.
- Understand the role of the project manager in software environments.
- Create project initiation documents and project charters.

Day 2: Planning and Estimation Techniques

- Gather and organize software project requirements.
- Apply user story mapping to clarify product needs and delivery priorities.
- Develop Work Breakdown Structures for software projects.
- Use estimation techniques such as story points and T-shirt sizing.
- Plan sprints, releases, resources, and delivery milestones.

Day 3: Agile Execution and Team Management

- Facilitate daily stand-ups and sprint reviews effectively.
- Use burndown charts and velocity tracking to monitor progress.
- Manage distributed and remote software teams.
- Support collaboration between developers, testers, product owners, and stakeholders.
- Apply conflict resolution and motivation techniques to improve team performance.

Day 4: Quality Assurance and Risk Management

- Integrate QA processes into agile software environments.
- Understand testing workflows, acceptance criteria, and quality gates.
- Apply continuous integration and delivery practices.
- Identify and mitigate risks specific to software projects.
- Manage change requests, technical uncertainty, and shifting priorities.

Day 5: Project Monitoring, Control, and Closure

- Define key performance indicators for software projects.
- Build agile reports and dashboards for stakeholder visibility.
- Manage scope, feature creep, and delivery expectations.
- Conduct retrospectives and capture lessons learned.
- Apply continuous improvement practices to strengthen future software delivery.

A graphic of a chessboard with several chess pieces. A gold king piece is prominent in the foreground, with a silver pawn and a gold pawn behind it. The board is checkered, and there are concentric circles in the background.

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Individual Impact

- Build confidence in leading software projects using agile methods.
- Improve estimation, planning, prioritization, and resource allocation skills.
- Strengthen team leadership and distributed team management capabilities.
- Gain practical understanding of QA, testing, CI/CD, and software delivery risks.
- Improve communication with technical teams, product owners, and stakeholders.

Work Impact

- Improve software project delivery speed, quality, and predictability.
- Strengthen agile adoption and team productivity.
- Reduce risks linked to unclear requirements, scope creep, and technical uncertainty.
- Improve stakeholder satisfaction through better reporting and communication.
- Support continuous improvement in software development and project delivery practices.

Training Methodology

This program combines software project management concepts with practical application through:

- Software project case studies and delivery scenarios.
- Agile methodology and ceremony simulations.
- Requirements gathering and user story mapping exercises.
- Estimation, sprint planning, and release planning workshops.
- QA, CI/CD, risk, and change management activities.
- Agile reporting, dashboard, retrospective, and improvement exercises.

Beyond the Course

Upon completion, participants will be able to:

- Implement agile methodologies effectively in software projects.
- Improve estimation accuracy and resource allocation.
- Lead software teams with stronger communication and collaboration.
- Manage risks, scope, quality, and changing requirements more effectively.
- Use agile dashboards and KPIs to monitor delivery performance.
- Apply continuous improvement practices to optimize team and project outcomes.

A graphic of a chessboard with several pawns. In the foreground, a large gold king piece stands prominently. Behind it, several smaller pawns in silver and gold are positioned on the board. The background features concentric circles, suggesting a strategic or global perspective.

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