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SUMMARY

I am a software design pioneer who invented the set of object design practices known as Responsibility-Driven Design (RDD) and popularized the x-Driven Design meme (RDD, TDD, DDD, BDD). I am an internationally recognized leader in the development of effective software design and architecture techniques. Among my widely used innovations are use case conversations and object role stereotypes. I was the design columnist for IEEE Software and the author of the influential texts, *Designing Object-Oriented Software*, and *Object Design: Roles, Responsibilities and Collaborations*.

In my work, I help teams hone their design and architecture skills, manage and reduce technical debt, and address architecture risks. In addition to coaching and personal mentoring, I teach and conduct workshops on Responsibility-Driven Design, Pragmatic TDD, enterprise application design, agile design skills and thinking, decision-making, being agile about system qualities, and agile architecting.

Although best known as a software design guru, I am also an innovator of techniques for simply expressing complex requirements and effectively developing and communicating software architecture. I frequently help product engineering, IT, and startup organizations with technical strategies, design and architecture guidance and heuristics, frameworks and architecture as well as with effective teamwork and agile development practices. My software methodology contributions are based upon thirty years of hands-on software development experience. Most recently I have focused on design and conducted architecture reviews of enterprise applications and product platforms, reviewed the design and implementation of a medical analytics framework, advised an engineering group on design and architecture for a large embedded application, and mentored teams on framework design, architecture, managing incremental and iterative object-technology projects, architecture governance, decision-making, and creating practical design guidelines.

I am a long time steward of practitioner experience reports for non-profit organizations and conferences—including Object-Oriented Programming Systems, Languages and Applications (OOPSLA), XP, and Agile conferences. I served as director of the Agile Alliance Experience Report Initiative where I grew a community of reviewers and writing coaches and author advocates and established guidelines for shepherding report authors. In over twenty years of service to both the Agile and object-oriented communities I have curated hundreds of written reports on Agile and object technology topics. Additionally, I have developed and conducted numerous patterns writing boot camps in service to the patterns community.

CURRENT RESEARCH INTERESTS

Cognitive and social aspects of software development including: Naturalistic decision-making (NDM) and software architecture decisions; decision-making models for software architects; design heuristics and their relationships to software patterns, guidelines; values and practices for sustainable software architecture and its evolution; software design and development ethnography; practical software design methods; agile architecture and design practices; patterns and pattern languages; object-oriented design; software modeling; domain modeling; documenting complex software systems; communicating design intentions.

PATENTS, PUBLICATIONS, PRESENTATIONS, AND COURSES

Patent

Warren Dodge and Rebecca Wirfs-Brock. 1987. Apparatus for presenting image information for display graphically. U.S. Patent US4635049A. Filed June 27th, 1984, Issued January 6th, 1987.

Books

Rebecca Wirfs-Brock and Alan McKean. 2003. *Object Design: Roles, Responsibilities, and Collaborations*. Addison-Wesley Professional.

Rebecca J Wirfs-Brock, Brian Wilkerson, and Lauren Wiener. 1990. *Designing Object-Oriented Software*. Pearson.

Rebecca Wirfs-Brock. 1995. Designing Objects and their Interactions: A Brief Look at Responsibility-Driven Design chapter in John Carroll, Ed. *Scenario-Based Design: Envisioning the Work and Technology in System Development*. 337–360. John Wiley & Sons.

Refereed Papers and Publications

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Ken Power and Rebecca Wirfs-Brock. 2019, Sense of Place within the Virtuous Circle of Architecture Decision-Making. *2019 IEEE International Conference on Software Architecture Companion (ICSA-C)*, 2019, 1-2. DOI: 10.1109/ICSA-C.2019.00007

Ken Power and Rebecca Wirfs-Brock. 2019. An Exploratory Study of Naturalistic Decision Making in Complex Software Architecture Environments. *Bures T., Duchien L., Inverardi P. (eds) Software Architecture. ECSA 2019. Lecture Notes in Computer Science, vol 11681*, 2019, 55-70. DOI: https://doi.org/10.1007/978-3-030-29983-5_4

Rebecca Wirfs-Brock and Lise Hvatum. 2019. Who Will Read My Patterns? On Designing a Patterns Book for Target Readers. *PLoP '19: Proceedings of the 26th Conference on Pattern Languages of Programs*. Article No.: 13, 21 pages. <https://dl.acm.org/doi/10.5555/3492252.3492268>

Ken Power and Rebecca Wirfs-Brock. 2018. Understanding Architecture Decisions in Context: An industry case study of architects' decision-making context. Cuesta C., Garlan D., Pérez J. (eds) *Software Architecture. ECSA 2018. Lecture Notes in Computer Science*, vol 11048. Springer, Cham. 284-299. https://doi.org/10.1007/978-3-030-00761-4_19

Rebecca Wirfs-Brock. 2018. Traces, tracks, trails, and paths: An Exploration into How We Approach Software Design. *PLoP '18: Proceedings of the 25th Conference on Pattern Languages of Programs*. Article No.: 20, 21 pages. <https://dl.acm.org/doi/10.5555/3373669.3373688>

Rebecca Wirfs-Brock and Lise Hvatum. 2018. Even More Patterns for the Magic Backlog. *PLoP '18: Proceedings of the 25th Conference on Pattern Languages of Programs*. Article No.: 17, 17 pages. <https://dl.acm.org/doi/10.5555/3373669.3373685>

Lise Hvatum and Rebecca Wirfs-Brock. 2018. A Program Backlog Story with Patterns: Expanding the Magic Backlog Pattern Collection. *EuroPLoP '18: Proceedings of the 23rd European Conference on Pattern Languages of Programs*. Article No.: 29, 18 pages. <https://doi.org/10.1145/3282308.3282338>

Rebecca Wirfs-Brock. 2017. Are Software Patterns Simply a Handy Way to Package Design Heuristics? *PLoP '17: Proceedings of the 24th Conference on Pattern Languages of Programs*. Article No.: 3, 15 pages. <https://dl.acm.org/doi/10.5555/3290281.3290285>

Lise Hvatum and Rebecca Wirfs-Brock. 2017. Pattern Stories and Sequences for the Backlog: Applying the Magic Backlog Patterns. *PLoP '17: Proceedings of the 24th Conference on Pattern Languages of Programs*. Article No.: 26 21 pages. <https://dl.acm.org/doi/10.5555/3290281.3290312>

Rebecca Wirfs-Brock and Lise Hvatum. 2016. More patterns for the magic backlog. *PLoP '16: Proceedings of the 23rd Conference on Pattern Languages of Programs*. Article No.: 22, 18 pages. <https://dl.acm.org/doi/10.5555/3158161.3158188>

Joseph Yoder, Rebecca Wirfs-Brock, and Hironori Washizaki. 2016. QA to AQ part six: being agile at quality "enabling and infusing quality." *PLoP '16: Proceedings of the 23rd Conference on Pattern Languages of Programs*. Article No.: 23, 14 pages. <https://dl.acm.org/doi/abs/10.5555/3158161.3158189>

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Lise Hvatum and Rebecca Wirfs-Brock. 2015. Patterns to Build the Magic Backlog. *EuroPLoP '15: Proceedings of the 20th European Conference on Pattern Languages of Programs*. Article No.: 12, 36 pages. DOI:<https://doi.org/10.1145/2855321.2855334>

Tian Xia, Hironori Washizaki, Yoshiaki Fukazawa, Joseph Yoder, Rebecca Wirfs-Brock. 2015. Two-level checklists and perspectives: software reading techniques for pattern writer's workshop. *PLoP '15: Proceedings of the 22nd*

Conference on Pattern Languages of Programs. Article No.: 1, 15 pages.
<https://dl.acm.org/doi/10.5555/3124497.3124499>

Tian Xia, Joseph Yoder, Rebecca Wirfs-Brock, Hironori Washizaki. 2015. Improving writer's workshop by introducing checklist and perspectives. *EuroPLOP '15: Proceedings of the 20th European Conference on Pattern Languages of Programs*. Article No.: 29, 4 pages. DOI:<https://doi.org/10.1145/2855321.2855351>

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Joseph Yoder, Rebecca Wirfs-Brock, and Hironori Washizaki. QA to AQ Part Three: Shifting from Quality Assurance to Agile Quality: "Tearing Down the Walls". *SugarLoafPLOP '14: Proceedings of the 10th Latin-American Conference on Pattern Languages of Programming*. 13 pages. <http://wirfs-brock.com/PDFs/QA2AQThree.pdf>

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Atzmon Hen-Tov, David H. Lorenz, Lior Schachter, Rebecca Wirfs-Brock, Joseph W. Yoder. 2013. Domain Specific Validations. *PLoP '13: Proceedings of the 20th Conference on Pattern Languages of Programs*. Article No.: 4, 13 pages. <https://dl.acm.org/doi/10.5555/2725669.2725674>

Rebecca Wirfs-Brock and Joseph W. Yoder. 2012. Patterns for Sustaining Architectures. *PLoP '12: Proceedings of the 19th Conference on Pattern Languages of Programs*. Article No.: 18, 13 pages.
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León Welicki, Joseph Yoder and Rebecca Wirfs-Brock. 2009. Adaptive Object-Model Builder. *PLoP '09: Proceedings of the 16th Conference on Pattern Languages of Programs*. Article No.: 4, 8 pages.
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Steven Fraser, Kent L. Beck, Grady Booch, Larry L. Constantine, Brian Henderson-Sellers, Steve McConnell, Rebecca Wirfs-Brock, Edward Yourdon. 2005. Echoes?: structured design and modern software practices. *OOPSLA '05*:

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Ralph E. Johnson, Kent Beck, Grady Booch, William Cook, Richard Gabriel, and Rebecca Wirfs-Brock. How to get a paper accepted at OOPSLA. *Proceedings of the Eighth Annual Conference on Object-Oriented Programming Systems, Languages, and Applications (OOPSLA '93), ACM SIGPLAN Notices* (1993) 28, 1, 429–436. DOI:<https://doi.org/10.1145/167962.165934>

Rebecca Wirfs-Brock, Ralph Johnson. 1990. Surveying current research in object-oriented design. *Communications of the ACM*. 30, 9, 104–124. DOI: <https://doi.org/10.1145/83880.84526>

Rebecca Wirfs-Brock and Brian Wilkerson. 1989. Object-Oriented Design: A Responsibility-Driven Approach. *OOPSLA '89: Conference proceedings on Object-oriented programming systems, languages and applications*, 71–75. DOI:<https://doi.org/10.1145/74877.74885>

Rebecca Wirfs-Brock. An Integrated Color Smalltalk-80 System. *OOPSLA '88: Conference proceedings on Object-oriented Programming Systems, Languages and Applications*. 71–82. DOI:<https://doi.org/10.1145/62083.62091>

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Rebecca J. Wirfs-Brock. 2009. Design for Test. *IEEE Software* 26, 5 (2009), 92-93. DOI:<https://doi.org/10.1109/ms.2009.125>

Rebecca J. Wirfs-Brock. 2009. Principles in Practice. *IEEE Software* 26, 4 (2009), 11-12. DOI:<https://doi.org/10.1109/ms.2009.99>

Rebecca J. Wirfs-Brock. 2009. Creating Sustainable Designs. *IEEE Software* 26, 3 (2009), 5-7. DOI:<https://doi.org/10.1109/ms.2009.61>

Rebecca J. Wirfs-Brock. 2009. Designing with an Agile Attitude. *IEEE Software* 26, 2 (2009), 68-69. DOI:<https://doi.org/10.1109/ms.2009.32>

Rebecca J. Wirfs-Brock. 2009. Designing in the Future. *IEEE Software* 26, 1 (2009), 18-19. DOI:<https://doi.org/10.1109/ms.2009.7>

Rebecca J. Wirfs-Brock. 2008. Designing Then and Now. *IEEE Software* 25, 6 (2008), 29-31. DOI:<https://doi.org/10.1109/ms.2008.146>

Rebecca J. Wirfs-Brock. 2008. Enabling Change. *IEEE Software* 25, 5 (2008), 70-71. DOI:<https://doi.org/10.1109/ms.2008.114>

Rebecca J. Wirfs-Brock. 2008. Up-front Design. *IEEE Software* 25, 4 (2008), 12-13. DOI:<https://doi.org/10.1109/ms.2008.104>

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Rebecca J. Wirfs-Brock. 2008. Connecting Design with Code. *IEEE Software* 25, 2 (2008), 20-21. DOI:<https://doi.org/10.1109/ms.2008.33>

Rebecca J. Wirfs-Brock. 2008. Valuing Design Repair. *IEEE Software* 25, 1 (2008), 76-77. DOI:<https://doi.org/10.1109/ms.2008.26>

Rebecca J. Wirfs-Brock. 2007. Does Beautiful Code Imply Beautiful Design? *IEEE Software* 24, 6 (2007), 18-20. DOI:<https://doi.org/10.1109/ms.2007.163>

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Rebecca J. Wirfs-Brock. 2007. Giving Design Advice. *IEEE Software* 24, 4 (2007), 13-15. DOI:<https://doi.org/10.1109/ms.2007.108>

Rebecca J. Wirfs-Brock. 2007. Handling Design Criticism. *IEEE Software* 24, 3 (2007), 12-14. DOI:<https://doi.org/10.1109/ms.2007.76>

Rebecca Wirfs-brock. 2007. Toward Design Simplicity. *IEEE Software* 24, 2 (2007), 9-11. DOI:<https://doi.org/10.1109/ms.2007.57>

Rebecca Wirfs-brock. 2007. Driven to... Discovering Your Design Values. *IEEE Software* 24, 1 (2007), 9-11. DOI:<https://doi.org/10.1109/ms.2007.10>

Rebecca Wirfs-brock. 2006. Explaining Your Design. *IEEE Software* 23, 6 (2006), 96-98. DOI:<https://doi.org/10.1109/ms.2006.159>

Rebecca J. Wirfs-Brock. 2006. Toward Exception-Handling Best Practices and Patterns. *IEEE Software* 23, 5 (2006), 11-13. DOI:<https://doi.org/10.1109/ms.2006.144>

Rebecca J. Wirfs-Brock, Designing for recovery. *IEEE Software* 23, 4 (2006), 11-13, DOI: <https://doi.org/10.1109/MS.2006.98>

Rebecca J. Wirfs-Brock. 2006. Refreshing patterns. *IEEE Software* 23, 3 (2006), 45-47. DOI:<https://doi.org/10.1109/ms.2006.81>

Rebecca J. Wirfs-Brock. 2006. Characterizing classes. *IEEE Software* 23, 2 (2006), 9-11. DOI:<https://doi.org/10.1109/ms.2006.43>

Rebecca J. Wirfs-Brock. 2006. Looking for powerful abstractions. *IEEE Software* 23, 1 (2006), 13-15. DOI:<https://doi.org/10.1109/ms.2006.22>

Additional Articles:

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Rebecca Wirfs-Brock. 1994. Designing Scenarios: Making the Case for a Use Case Framework. *The Smalltalk Report* 4, 3 (1994), 51-53. https://archive.org/details/The_Smalltalk_Report_0403

Rebecca Wirfs-Brock. 1994. Characterizing Your Application's Control Style. *Report on Object Analysis and Design* 1, 3 Oct (1994), 47-49.

Rebecca Wirfs-Brock. 1994. How Designs Differ. *Report on Object Analysis and Design*, 1, 4 Nov/Dec (1994), 51-53.

Rebecca Wirfs-Brock. 1994. Adding to Your Conceptual Toolkit: What's Important About Responsibility-Driven Design. *Report on Object Analysis and Design*, 1, 2 Jul/Aug (1994), 39-41.

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Rebecca Wirfs-Brock. 1993. Characterizing your objects. *The Smalltalk Report* 2, 5, Feb (1993), 7-9. https://archive.org/details/The_Smalltalk_Report_0205

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Juanita Ewing and Rebecca Wirfs-Brock. 1987. Smalltalk isn't meaningless chatter. *Computer Design* 26, 2 (1987), 76-79. <https://dl.acm.org/doi/10.5555/27420.27430>

Recent Online Essays

Rebecca Wirfs-Brock and Mathias Verraes. *Splitting a Domain Across Multiple Bounded Contexts*. Retrieved Feb 27, 2022 from: <http://www.wirfs-brock.com/blog/2021/06/14/splitting-a-domain-across-multiple-bounded-contexts/>

Rebecca Wirfs-Brock and Mathias Verraes. *Design and Reality*. Retrieved Feb 27, 2022 from: <http://www.wirfs-brock.com/blog/2021/09/13/design-and-reality/>

Rebecca Wirfs-Brock and Mathias Verraes. *Models and Metaphors*. Retrieved Feb 27, 2022 from: <http://www.wirfs-brock.com/blog/2021/12/20/models-and-metaphors/>
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Rebecca Wirfs-Brock. *Too much salt?* Retrieved Feb 27, 2022 from: <http://www.wirfs-brock.com/blog/2021/12/17/too-much-salt/>
Additional essays: <http://www.wirfs-brock.com/blog>

Selected Keynotes and Invited Talks

“What You are Doing vs. What You Think You are Doing” keynote at CukenFest 2020
“Grow Your Personal Design Heuristics” keynote at I.T.A.K.E 2020
“Elephants, Patterns, and Heuristics” keynote at DDD Europe 2020
“Design Matters” keynote at DDDEU 2017
“Cultivating Your Design Heuristics” at ExploreDDD 2017
“What Agile Software Development Needs from Architects” keynote at OOP 2017
“Cultivate Your Design Heuristics” keynote at O’Reilly Software Architecture 2019
“Discovering Alexander’s Properties in Your Code and Your Life” at Smalltalks 2014
“Object Design Roots and New Directions” at Smalltalks 2014
“Maintaining Your Code Clint Eastwood Style” keynote at I.T.A.K.E 2013
“Managing Project Risk and Incremental Design Innovation” at IEEE Software Experts Summit 2011
“Lessons Learned from Architecture Reviews” keynote at SATURN 2009 and Øredev 2009
“What Drives Design?” keynote at OOPSLA 2008
“Looking for Abstractions in a Concrete World: Candidates, Responsibilities, and Collaborations” invited speaker at the OOPSLA 2001 Educators’ Symposium

Select Courses Developed for Industrial Clients

Design Heuristics
Decision-Making Practices for Evolving and Sustaining Software Architecture
Agile Architecting: A Pragmatic Approach
Enterprise Application Design
Developing and Communicating Software Architecture
Responsibility-driven design
Responsibility-driven analysis
Object-oriented analysis and Design
Writing Use Cases
Writing Agile Use Cases
The Art of Telling a Design Story
Being Agile At System Qualities
Exploiting Fast and Slow Thinking
Skills for the Agile Designer
Pragmatic Test-driven Development
Practical UML

Selected Talks, Tutorials, and Workshops

“Tutorial: Being Agile at Software Quality” at the Pacific Northwest Software Quality Conference, October 2021;
“Workshop co-organizer: Agility with Microservices,” XP 2021; Panelist “The Stories we Tell: Experience, Research or Patterns?” XP 2021; “Patterns, Principles, and Agile Connections” with Ward Cunningham, Linda Rising, Joseph Yoder, and Rebecca Wirfs-Brock, Hillside Group, February 2021; “Workshop: Distilling Design Heuristics by Modelling” at OOP 2021; “Hands on Heuristic Hunting” at DDDEU 2021 Hands On; “Grow Your Personal Design Heuristics” at Ågiles 2020; “Workshop: Decision-making practices for evolving and sustaining software architecture” 2020 and 2021 public workshops; “What You are Doing vs What You Think You are Doing” keynote at CukenFest 2020; “Grow Your Personal Design Heuristics” keynote at I.T.A.K.E 2020; “Elephants, Patterns, and Heuristics” keynote at DDD Europe 2020; “Design Heuristics 2 day Workshop” at DDD Europe 2020; “Growing Your Personal Design Heuristics” YOW! 2019 Australia Conferences; “Decision Making and Heuristics: Architecture and Software Design in the Real World” YOW! 2019 CTO Summit; “Visual Thinking for the Visually Retacent” at XP 2019 and Agile 2019; “Cultivate Your Design Heuristics” keynote at O’Reilly Software Architecture 2019; “Distilling your Personal Design Heuristics Workshop” at DDD Europe 2018; “Being Agile at Quality: Values, Practices, and Patterns” at Agile 2018; “Cultivating your Design Heuristics” at XP 2018; “Intentional Architecture- Practices for Sustainable

Development and Delivery” and “Three Practices for Paying Ongoing Attention to System Qualities” at Agile 2017; “Design Matters” keynote at DDD 2017 Europe; “What Agile Software Development Needs from Architects” at OOP 2017; “Being Agile About System Qualities: Value, Practices & Patterns” at Agile Technical Conference 2017 and Agile 2016; “Why We Need Architects (and Architecture) on Agile Projects at XP2015 and ILTAM 2015; “Exploiting Fast and Slow Thinking” at XP 2016, SATURN 2015, and Agile 2014; “Understanding Design Complexity” workshop and “Agile Architecture Values and Practices” tutorial at XP 2014; “Being Agile About System Qualities” tutorial and Technical Debt panelist at SATURN 2014; “Discovering Alexander’s Properties in Your Life” workshop at AsianPloP 2014; “Why We Need Architects (and Architecture) on Large Scale Agile Projects” and “Agile Quality Scenarios: How to Be Nimble and Precise” at Agile 2013, “Maintaining Your Code Clint Eastwood Style” at ITAKE 2013, “Managing Project Risk and Incremental Design Innovation” at IEEE Software Experts Summit 2011; “Why we Need Architects (and Architecture) on Agile Projects” at Agile Portugal 2011 and YOW! 2011; “Agile Development: Does it Have to Be All In or Fold?” keynote at Agile Portugal 2011, a company’s internal agile conference 2010 and CBSoft 2010; “Nature of Order: Inspiration or Esoteric Distraction?” keynote at SugarLoaf PLoP 2010 and PLoP 2010; “When should you consider meta-architectures?” at QCon 2010; and “Rulemakers and Toolmakers: Adaptive Object Models as Agile Division of Labor” tutorial at QCon 2010 and SPLASH 2010; “Skills for Agile Designers” tutorial at SPLASH 2010; “Understanding Design Complexity” at Agile 2010; “Writing Effective Agile Use Cases” at Agile Software 2010, “Lessons Learned from Architecture Reviews” keynote presented at SATURN 2009 and Øredev 2009; “What Drives Design?” keynote at OOPSLA 2008 and Øredev 2009; Tutorial Presenter at OOPSLA 1990-2008

Podcasts and Videos

Podcasts produced and moderated:

“A Conversation with Nienke Alma about Life in the POCLAC” <https://soundcloud.com/agilealliance/life-in-the-poclac-nienke-alma-interview>

“A Conversation with Serena Godfrey and folks about Servant Leadership at Vistaprint” <https://soundcloud.com/agilealliance/servant-leadership-at-vistaprint>

“A Conversation with Two Remote Mobbers, Sal Freudenberg and Matt Wynne” <https://soundcloud.com/agilealliance/a-conversation-with-two-remote-mobbers>

“A Conversation with Chris Lucien on Learning to Experiment” <https://soundcloud.com/agilealliance/learn-to-experiment-with-chris-lucian>

“How Can You Know Whether Your Scrum Masters are Effective?”

<https://www.agilealliance.org/resources/podcasts/how-can-you-know-whether-your-scrum-masters-are-effective/>

“Reflections of an Undercover Scrum Master” <https://www.agilealliance.org/resources/podcasts/reflections-of-an-undercover-scrum-master-dane-weber/>

“A Conversation with Kenny Bass-Schwegler and Alberto Brandolini about the power of Event Storming”

<https://soundcloud.com/agilealliance/a-conversation-with-kenny-bass-schwegler-and-alberto-brandolini>

“A Conversation with Michael Keeling and Joe Runde about Mobbing Patterns”

<https://soundcloud.com/agilealliance/a-conversation-with-joe-runde-and-michael-keeling-about-mobbing-patterns>

“A Conversation with Deepti Jain and Tathagat Varma about The State of Agile Transformation in the Indian Subcontinent”

<https://www.agilealliance.org/resources/podcasts/a-conversation-with-deepti-jain-and-tathagat-varma-about-the-state-of-agile-transformation-in-the-indian-subcontinent/>

“Soup of Salad Models of Diversity: A Conversation with Avraham Poupko”

<https://soundcloud.com/agilealliance/soup-or-salad-models-of-diversity-a-conversation-with-avraham-poupko>

“A Conversation with Aaron Griffith and Chris Lucien on Mob Programming for the Introverted”

<https://soundcloud.com/agilealliance/mob-programming-interview-with-aaron-griffith-and-chris-lucien>

“Flow of Value and Forecasting: An Interview with Daniel Vacanti”

<https://www.agilealliance.org/resources/podcasts/flow-of-value-and-forecasting-an-interview-with-daniel-vacanti/>

Podcasts:

“Special: 20 Years of Women in Agile” Agile TD Unplugged Podcast, <https://soundcloud.com/user-21739455/20-years-of-women-in-agile>

“Design Heuristics with Rebecca Wirfs-Brock” on Legacy Rocks Podcast,

<https://soundcloud.com/legacycoderocks/design-heuristics-with-rebecca>

“Interview with João Rosa” <https://soundcloud.com/joao-rosa-423521331/interview-with-rebecca-wirfs>

“EventStorming Types and Heuristics with Rebecca, Paul and Alberto” on Virtual Domain-driven design Podcast, <https://soundcloud.com/user-755244939/eventstorming-types-and>

“Observing Heuristics” Cucumber Podcast, <https://soundcloud.com/cucumber-podcast/observing-heuristics>

“James Shore, Llewellyn Falco, and Rebecca Wirfs-Brock on TDD and Architecture” on InfoQ Podcast,

<https://soundcloud.com/infoq-channel/podcast-shore-falco-wirfs-brock>

Selected Videos:

“Who is Agile” conversation with Yves Hanouille, <https://www.youtube.com/watch?v=m05a8CRD8Z8>
“Patterns, Principles, and Agile Connections with Linda Rising, Rebecca Wirfs-Brock, Joseph Yoder and Ward Cunningham” Hillside 2021 event, <https://hillside.net/videos/PatternsPrinciplesAndAgileConnections.mp4>
“Rebecca Wirfs-Brock on OOP in Smalltalk” <https://www.youtube.com/watch?v=m0Aqpde-z1Y>
“Elephants, Patterns, and Heuristics” keynote at DDDEu 2019 with Chris Kohls, <https://www.youtube.com/watch?v=Di9slyesAAA>
“Cultivate your personal design heuristics” clip from O’Reilly keynote, https://www.youtube.com/watch?v=NNJd_RHgyUw
“Design Matters” keynote at DDDEu 2017, <https://www.youtube.com/watch?v=NZ5mI6-tNUc>
“Growing Your Personal Design Heuristics” talk at YOW! 2019, <https://www.youtube.com/watch?v=2qcFEagDAuE>
“Rebecca Wirfs-Brock & Alex Bolboaca - Design Challenges: OOP, Design Patterns, Heuristics” conversation with Alex Bolboaca, <https://www.youtube.com/watch?v=RsOH9solGdE>
“Decision Making and Heuristics” talk at YOW! 2019 CTO Summit, https://www.youtube.com/watch?v=G0oAyZwd_KA
“Cultivating Your Design Heuristics” keynote at ExploreDDD 2017, <https://www.youtube.com/watch?v=fWCt5KWfTuo>

SERVICE

Board membership

Hillside Group (patterns community non profit) Board Member 2010- and Treasurer, 2011 – 2021
Co-convenor and co-founder of the Agile Open Northwest Conference, 2007 – 2018. Board chair of the Agile Open Northwest non-profit, 2010 – 2018
Agile Alliance Board Member, 2003 – 2006
IEEE Software Advisory Board Member, 2010 – 2020
SD Best Practices and SD West Advisory Board Member, 2003 – 2009

Conference Leadership

Conference Chair, Pattern Languages of Programming Conference, PLoP 2020
Co-conference chair, SugarLoaf Patterns Conference, SugarLoaf 2010
Conference chair, Patterns Languages of Programming Conference 2009, PLoP 2009
Member of OOPSLA Executive Steering Committee, 1995 – 1997
Conference Chair, Conference on Object-Oriented Programming Systems, Languages, and Applications, OOPSLA 95
Program Chair, Conference on Object-Oriented Programming Systems, Languages, and Applications, OOPSLA 92
Experience Reports Track Co-Chair for XP2015 – XP2021
Experience Reports Track Co-chair for Agile 2011 – Agile 2021
IEEE Invited Speaker and agile architecture track chair at SATURN 2011
Experience Report Chair, Agile 2005
Experience Report Committee Member Agile 2004, 2006, 2007, 2009, XP 2022
User Experience Stage Reviewer, Agile 2008
Software Development Best Practices Conference Advisor, 2004 – 2009
Experience Report Chair, Agile Development Conference 2003
Practitioner Reports Chair OOPSLA 2002
Adjunct Professor, Oregon Graduate Institute, 2002 – 2006. Taught CSE 504 Object Analysis and Design, Fall 2002
Member of the UML 2002 and UML 1999 Program Committees
Experience Reports Chair OOPSLA 1993
Member of numerous OOPSLA Program, Practitioner, and Tutorial Committees
Member of OOPSLA 2008 Demo Committee
Member of OOPSLA 2006 Onward! Track Committee
Member of the ECOOP 92 Program Committee

EMPLOYMENT HISTORY

1997 – present **Wirfs-Brock Associates**

President and founder of a company specializing in the transfer of object expertise, architecture, and design skills to teams and companies. Consulting projects include agile architecture for an agile transformation; architecture governance; architecture and design mentoring for a health analytics product; architecting an Operations Support Systems integration framework for a telco company; advising management, architects and lead designers of telephone switch control software; advising a large financial company on how designing for flexibility and variation in their software system; technical oversight of a government application tracking youth offenders in the state of Oregon; architecture tradeoff analysis training and consulting for a state agency; agile feature-level use cases for a cell phone company; review of a product line architecture and design for the next generation of a market-leading web application; architecture review of integrated enterprise applications; development of custom training and requirements workshops for several industries; design mentorship and architectural advisor for a health analytics company.

2014 – 2021 **Agile Alliance**

Program director of the Agile Alliance’s Experience Reports Initiative. Curated written experience reports published by authors. Led teams of reviewers and shepherds (experience report coaches) for Agile and XP Conferences. Conducted interviews with experience reporters and produced podcasts.

1991 – 1997 **Instantiations/Digitalk/Parcplace-Digitalk**

Chief Technologist for the professional services organization of a Smalltalk language vendor. Grew organization from 4 to 60 people and through two mergers. Created a set of “best practices,” developed strategic application frameworks, and was technical lead for key consulting engagements at Fortune 1000 companies. Developed training curriculum and courses that successfully introduced thousands of students to object design and programming. Maintained a high external profile by writing columns, speaking at numerous conferences and tradeshow, and OOPSLA conference leadership. Advised senior management on strategic issues and business opportunities.

1976 – 1991 **Tektronix**

Principal Engineer, Portable Oscilloscopes Division

Object technologist for a team developing the TDS family of oscilloscopes using embedded Smalltalk.

Principal Engineer, Graphics Workstations Division

Software Architect for a 3-D Visualization Workstation.

Principal Engineer, Tek Labs, Software Productivity Technologies Group

Program Manager Reusable Components. Led the development of the Color Smalltalk product.

Principal Engineer, AI Machines

First female principal software engineer at Tektronix. Software Development Manager for the 440x AI workstation family.

Senior Engineer, Information Display Division.

Software Project Leader for the 410x family of low cost raster graphics terminals.

Senior Engineer, Graphics Computing Systems

Software Project Leader for the 4909 file server.

Software Engineer, Microprocessor Development Products

Designed and implemented a universal linking loader.

Software Evaluation Engineer, Information Display Products

EDUCATION

B.A., Computer Science and Psychology, University of Oregon (Phi Beta Kappa)

Graduate work in Computer Science, Oregon State University