

Dr. Greg Wilson

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Highlights

- Professional software developer for over 40 years, most recently in Python and JavaScript; member of the Python Software Foundation and designer of Python's set module.
- Co-founder and first Executive Director of Software Carpentry, a world-wide volunteer organization that has taught software skills to over 70,000 researchers since 2010.
- Co-founder of It Will Never Work in Theory, which connects software engineering researchers with practitioners who may be interested in practical applications of their work.
- Author or co-author of six books on programming, one on teaching, and two for children; co-editor of six other books on programming (including a 2008 Jolt Award winner).

Employment

2021–present	Senior Engineering Manager, Deep Genomics. Responsible for recruiting and managing developers, building back-end software in Python, and training.
2021	Head of Education, Metabase. Responsible for designing and delivering training material and managing content development team.
2018–2021	Data Scientist and Professional Educator, RStudio PBC. Created and ran an instructor certification program; also managed the student intern programs.
2017–2018	Content developer and instructor trainer, DataCamp. Created courses on Git and the Unix shell; recruited, trained, and edited the work of freelance instructors.
2017	Principal Consultant, Rangle.io. Revised training materials on Angular and React; coached company staff on training techniques.
2015–2016	Director of Instructor Training, Software Carpentry Foundation. Developed and delivered the foundation's train-the-trainers course; helped develop workflow tools used to manage thousands of volunteer instructors worldwide.
2012–2015	Executive Director, Software Carpentry Foundation. Developed curriculum, trained instructors, negotiated partnerships with multiple organizations, and led development of workflow tools.
2011	Software Engineer, Side Effects Software Inc. Helped build and test a web store for the company's flagship product using Django and Selenium.
2010–2011	Project lead, Software Carpentry. Developed and delivered workshops on research computing skills at several dozen universities; recruited and trained volunteer instructors; oversaw program assessment and fundraising.
2006–2010	Assistant Professor, Dept. of Computer Science, University of Toronto. Taught graduate/undergraduate courses; supervised theses; designed a Professional Master's degree program.
1982–2006	Software developer and consultant for academic research centers, national labs, and firms ranging from early-stage startups to IBM.

Education

1993	PhD in Computer Science, University of Edinburgh.
1986	MSc in Artificial Intelligence, University of Edinburgh.
1984	BSc in Mathematics and Engineering (First Class Honors), Queen's University.

Awards

- ACM SIGSOFT Influential Educator of the Year Award, 2020.
- ComputerWorld Canada's "IT Educator of the Year" award, 2010.
- Co-winner of 2008 Jolt Award for Best General Book (for *Beautiful Code*).
- Co-winner of Howe Prize (best thesis in Artificial Intelligence), University of Edinburgh, 1986.
- Commonwealth Scholarship, 1985–86.
- University Medal, Queen's University, 1984 (top student in graduating class).

Miscellaneous

- Co-founder and editor of *It Will Never Work in Theory*.
- Founder and co-editor of *The Architecture of Open Source Applications*.
- Author of two children's books (*Bottle of Light*, 2008 and *Three Sensible Adventures*, 1999).
- Co-organized a summit meeting of free-range computing education groups in 2015.
- Python Software Foundation, 2010-present.
- Stencila Advisory Board, 2017-19.
- Toronto Public Library Innovation Council, 2017-18.
- Advisory Board, Ladies Learning Code, 2012-2014.
- Contributing editor with *Doctor Dobbs's Journal*, 2001-10.
- Mentor for Google's Summer of Code, 2005-2015.
- Ultimate frisbee, 1995-2003 (Toronto "C" Division championship team 2002).
- Competitor in World Computer Chess Championship, 1989.

Technical Books

- Greg Wilson: *Software Design by Example*. Chapman and Hall/CRC Press, 2022.
- Damien Irving, Kate Hertweck, Luke Johnston, Joel Ostblom, Charlotte Wickham, and Greg Wilson: *Research Software Engineering with Python*. Chapman and Hall/CRC Press, 2021.
- Maya Gans, Toby Hodges, and Greg Wilson: *JavaScript for Data Science*. Chapman and Hall/CRC Press, 2020.
- Greg Wilson: *Teaching Tech Together*. Chapman and Hall/CRC Press, 2019.
- Amy Brown and Greg Wilson (eds.): *The Architecture of Open Source Applications* (two volumes), Lulu.com, 2011 and 2012.
- Andy Oram and Greg Wilson (eds.): *Making Software: What Really Works, and Why We Believe It*. O'Reilly, 2010.
- Jennifer Campbell, Paul Gries, Jason Montojo, and Greg Wilson: *Practical Programming*. Pragmatic Bookshelf, 2009.
- Andy Oram and Greg Wilson (eds.): *Beautiful Code: Leading Programmers Explain How They Think*. O'Reilly and Associates, 2007; winner of 2008 Jolt Award for Best General Book.
- Greg Wilson: *Data Crunching: Solve Everyday Problems Using Java, Python, and More*. Pragmatic Bookshelf, 2005.
- Gregory V. Wilson and Paul Lu (eds.): *Parallel Programming Using C++*. MIT Press, 1996.
- Gregory V. Wilson: *Practical Parallel Programming*. MIT Press, 1995.

Selected Papers and Articles

- Jess Haberman and Greg Wilson: "Ten Simple Rules for Writing a Technical Book". *PLoS Comp. Bio.*, 2023.
- Greg Wilson: "Twelve Quick Tips for Software Design". *PLoS Comp. Bio.*, 2022.
- Danielle Smalls and Greg Wilson: "Ten Quick Tips for Staying Safe Online". *PLoS Comp. Bio.*, 2021.
- Sarah Lin, Ibraheem Ali, and Greg Wilson: "Ten Quick Tips for Making Things Findable". *PLoS Comp. Bio.*, 2020.
- Paul Denny, Brett A. Becker, Michelle Craig, Greg Wilson, and Piotr Banaszkiewicz: "Research This! Questions that Computing Educators Most Want Computing Education Researchers to Answer". *ICER 2019*.
- Dan Sholler, Igor Steinmacher, Denae Ford, Mara Averick, Mike Hoyer, and Greg Wilson: "Ten Simple Rules for Helping Newcomers Become Contributors to Open Projects". *PLoS Comp. Bio.*, 2019.
- Greg Wilson: "Ten Quick Tips for Creating an Effective Lesson". *PLoS Comp. Bio.*, 2019.
- Neil Brown and Greg Wilson: "Ten Quick Tips for Teaching Programming". *PLoS Comp. Bio.*, 2018.
- Gabriel Devenyi, Rémi Emonet, Rayna Harris, Kate Hertweck, Damien Irving, Ian Milligan, and Greg Wilson: "Ten Simple Rules for Collaborative Lesson Development". *PLoS Comp. Bio.*, 2018.
- Daniel Almeida, Gail Murphy, Greg Wilson, and Mike Hoyer: "Do Software Developers Understand Open Source Licenses?" *ICSE'17*, 2017.
- Morgan Taschuk and Greg Wilson: "Ten Simple Rules for Making Research Software More Robust". *PLoS Comp. Bio.*, 2017.
- Greg Wilson: "Software Carpentry: Lessons Learned". *F1000 Research*, 2016.
- Greg Wilson, Dhavide Aruliah, Titus Brown, Neil Chue Hong, Matt Davis, Richard Guy, Steven Haddock, Kathryn Huff, Ian Mitchell, Mark Plumbley, Ben Waugh, Ethan White, and Paul Wilson: "Best Practices for Scientific Computing". *PLoS Biology*, 2014.
- Jo Erskine Hannay, Hans Petter Langtangen, Carolyn MacLeod, Dietmar Pfahl, Janice Singer, and Greg Wilson: "How Do Scientists Develop and Use Scientific Software?" *SECSE'09*, 2009.
- Jorge Aranda, Steve Easterbrook, and Greg Wilson: "Requirements in the Wild: How Small Companies Do It". *RE'07*, 2007.