



Dr. Gregory V. Wilson

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Employment

- 2018–present Head of Instructor Training at RStudio PBC; received the ACM SIGSOFT Influential Educator Award for 2020; wrote *Teaching Tech Together* and several papers for PLoS's "Ten Simple Rules" series; co-wrote *JavaScript for Data Science*; contributed to the TidyBlocks and Glosario projects.
- 2017–2018 Head of Instructor Training at DataCamp; member of the Toronto Public Library's Innovation Council.
- 2017 Principal Consultant at Rangle.io focusing on technical training.
- 2015–2016 Director of Instructor Training for the Software Carpentry Foundation, a volunteer non-profit organization that teaches basic lab skills for research computing.
- 2012–2015 Executive Director of the Software Carpentry Foundation. Developed curriculum, trained instructors, negotiated partnerships with multiple organizations, and led development of a web-based tool for tracking instructors and workshops; co-organized a summit meeting of free-range computing education groups in June 2015; co-edited Volume 2 of *The Architecture of Open Source Applications*.
- 2011 Software engineer, Side Effects Software Inc. Helped design and build a web store for their flagship product; co-edited Volume 1 of *The Architecture of Open Source Applications*.
- 2010–2011 Project lead for Software Carpentry; co-edited *Making Software*; supervised MSc theses at the University of Toronto while an Adjunct Professor in the Department of Computer Science.
- 2006–2010 Assistant Professor in Computer Science at the University of Toronto. Taught graduate and undergraduate courses; supervised graduate theses; developed a Professional Master's degree program; co-edited *Beautiful Code*; on the editorial boards of *Computing in Science and Engineering* and *Doctor Dobb's Journal*; published *Bottle of Light* (a children's book).
- 2004–2006 Wrote *Data Crunching*; rewrote the Software Carpentry course under a grant from the Python Software Foundation; Adjunct Professor in Computer Science at the University of Toronto; contributing editor with *Doctor Dobb's Journal*.
- 2000–2004 Helped develop an access control and authorization product at Baltimore Technologies and Hewlett-Packard; contributing editor with *Doctor Dobb's Journal*; taught courses and supervised undergraduate honors projects at the University of Toronto.
- 1998–2000 Organized and ran Software Carpentry classes at Los Alamos National Laboratory; helped develop an access control product for Nevex Software

	Technologies; editorial work for <i>Doctor Dobb's Journal</i> ; published <i>Three Sensible Adventures</i> (a children's book).
1996–1998	Visible Decisions Inc., Toronto. Led development of an IDE for building 3D data visualization applications.
1995–1996	Centre for Advanced Studies, IBM Toronto. Co-developed a C++ library for parallel and distributed computing; co-edited <i>Parallel Programming Using C++</i> .
1992–1995	Post-doctoral work at the University of Oregon, University of Alberta, Australian National University, Vrije Universiteit Amsterdam, and University of Toronto while writing <i>Practical Parallel Programming</i> .
1986–1992	Edinburgh Parallel Computing Centre. Developed and parallelized large scientific applications for the Centre's industrial partners; created and ran the Centre's Summer Scholarship Program; developed an entry for the 1989 World Computer Chess Championship while completing PhD.
1985	Design Interpretive Division, Bell-Northern Research, Ottawa. Developed a real-time interface to a 3D digitizer for use in an office automation system prototype.
1984–1985	Developed signal processing software for Miller Communications in Ottawa.
1975–1983	Various part-time and summer jobs, including an NSERC USRA in 1982.

Education

1993	PhD in Computer Science, University of Edinburgh. Thesis was <i>Structuring and Supporting Programs on Parallel Computers</i> .
1986	MSc in Artificial Intelligence, University of Edinburgh. Thesis was <i>An Implementation of a Connection Method Theorem Prover for S5 Modal Logic</i> . Shared Howe Prize for best thesis in year.
1984	BSc in Mathematics and Engineering (First Class Honors), Faculty of Applied Science, Queen's University, Ontario. Top student in graduating class.

Awards

- ACM SIGSOFT Influential Educator 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*).
- University of Toronto Computer Science Student Union Teaching Award, 2004.
- 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).
- Co-winner of A.B. Lillie Prize, 1984 (top student in Mathematics).
- Dean's Scholar, Queen's University, 1982–84.

Technical Books

- Damien Irving, Kate Hertweck, Luke Johnston, Joel Ostblom, Charlotte Wickham, and Greg Wilson: *Research Software Engineering with Python*. Chapman & Hall/CRC Press, in press.
- Maya Gans, Toby Hodges, and Greg Wilson: *JavaScript for Data Science*. Chapman & Hall/CRC Press, 2020.
- Greg Wilson: *Teaching Tech Together*. Chapman & 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 & 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.
- Arthur Trew and Greg Wilson (eds.): *Past, Present, Parallel: A Survey of Available Parallel Computing Systems*. Springer-Verlag, London, 1991.

Selected Papers and Articles

- Danielle Smalls and Greg Wilson: "Ten Quick Tips for Staying Safe Online". *PLoS Computational Biology*, in press.
- Sarah Lin, Ibraheem Ali, and Greg Wilson: "Ten Quick Tips for Making Things Findable". *PLoS Computational Biology*, 2020.
- Alexander Nederbragt, Rayna Michelle Harris, Alison Presmanes Hill, and Greg Wilson: "Ten Quick Tips for Teaching with Participatory Live Coding". *PLoS Computational Biology*, 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 Hoye, and Greg Wilson: "Ten Simple Rules for Helping Newcomers Become Contributors to Open Projects". *PLoS Computational Biology*, 2019.
- Greg Wilson: "Ten Quick Tips for Creating an Effective Lesson". *PLoS Computational Biology*, 2019.
- Neil Brown and Greg Wilson: "Ten Quick Tips for Teaching Programming". *PLoS Computational Biology*, 2018.
- Gabriel Devenyi, Rémi Emonet, Rayna Harris, Kate Hertweck, Damien Irving, Ian Milligan, and Greg Wilson: "Ten Simple Rules for Collaborative Lesson Development". *PLoS Computational Biology*, 2018.
- Daniel Almeida, Gail Murphy, Greg Wilson, and Mike Hoye: "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 Computational Biology*, 2017.
- Greg Wilson: "Software Carpentry: Lessons Learned". *F1000 Research*, 2016.
- John Blischak, Emily Davenport, and Greg Wilson: "A Quick Introduction to Version Control with Git and GitHub". *PLoS Computational Biology*, 2016.
- Marian Petre and Greg Wilson: "Code Review For and By Scientists". *WSSSPE'14*, 2014.
- 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.

- Jordi Cabot and Greg Wilson: “Tools for Teams: A Survey of Web-Based Software Project Portals”. *Doctor Dobb’s Journal*, 2009.
- Greg Wilson: “How Do Scientists Really Use Computers?” *American Scientist*, 2009.
- 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.
- David Matthews, Greg Wilson, and Steve Easterbrook: “Configuration Management for Large-Scale Scientific Computing at the UK Met Office”. *Computing in Science and Engineering*, 2008.
- Debbie Winter, Ben Vinegar, Hardeep Nahal, Ron Ammar, Greg Wilson, and Nicholas Provart: “An ‘Electronic Fluorescent Pictograph’ Browser for Exploring and Analyzing Large-Scale Biological Data Sets”. *PLoS ONE*, 2007.
- Jorge Aranda, Steve Easterbrook, and Greg Wilson: “Requirements in the Wild: How Small Companies Do It”. *RE’07*, 2017.
- Greg Wilson: “Where’s the Real Bottleneck in Scientific Computing?” *American Scientist*, 2006.
- Greg Wilson: “Extensible Programming for the 21st Century”. *ACM Queue*, 2004.
- Michelle Levesque and Greg Wilson: “Open Source, Cold Shoulder”. *Software Development*, 2004.

Sole or joint author of over 130 other articles in academic journals, popular science magazines, newspapers, and trade publications, including *New Scientist* and *The Independent*.

Children’s Books and Fiction

- Greg Wilson: “And Should I Fall Behind”. *On Spec*, in press.
- Desirée de Leon and Greg Wilson: *Keeya’s Numbers*. Lulu.com, 2020.
- Greg Wilson: *The Bookster’s Apprentice*. Lulu.com, 2017.
- Greg Wilson: *Still*. Lulu.com, 2013.
- Ellen Hsiang and Greg Wilson: *And Then...* Lulu.com, 2011.
- Greg Wilson: “Still” *On Spec*, 22/2, Summer 2010.
- Greg Wilson: *Bottle of Light*. Scholastic Press Canada, 2008.
- Greg Wilson: “Controlled Release” *On Spec*, 19/4, Winter 2007.
- Greg Wilson: “...But With a Whimper” *On Spec*, 19/3, Fall 2007.
- Greg Wilson: *Three Sensible Adventures*. Annick Press, 1999.

Other Achievements

- Member, Python Software Foundation, 2010-present.
- Advisory Board, Ladies Learning Code, 2012-2014.
- Mentor for Google’s Summer of Code, 2005-2015.
- Supervised or co-supervised over 100 undergraduate theses at several universities.
- Ultimate frisbee, 1991-2003 (Toronto “C” Division championship team 2002).
- Competitor in 6th World Computer Chess Championship, Edmonton, 1989.
- Past or current member/volunteer with the Canadian National Institute for the Blind, the Sierra Club, Amnesty International, OXFAM, the Bruce Trail Association, and the Green Party of Canada.

References available upon request.