



Dr. Gregory V. Wilson

*65 Highfield Road
Toronto, Ontario, Canada
gvwilson@third-bit.com
<http://third-bit.com>
416 435 9779*

Employment

- | | |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2018–present | Data Scientist and Professional Educator, RStudio PBC. Created and ran an instructor certification program that trained almost 200 people in its first two years; also responsible for the summer intern and student mentorship 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; developed a Professional Master's degree program. |
| 2004–2006 | Independent consultant. Wrote a book on data crunching in Python; rewrote the Software Carpentry course under a grant from the Python Software Foundation; developed and taught courses in Computer Science at the University of Toronto. |
| 2000–2004 | Senior software engineer, Baltimore Technologies (acquired by Hewlett Packard). Helped develop a single sign-on product using C++ and Java on Linux and Windows. Also taught courses and supervised undergraduate honors projects at the University of Toronto. |
| 1998–2000 | Independent consultant. Organized and ran Software Carpentry classes at Los Alamos National Laboratory; helped develop a single sign-on product for Nevex Software (acquired by Baltimore Technologies). |

1982–1998 Worked as a software developer for firms ranging from early-stage startups to IBM, including six years as a research software engineer at the Edinburgh Parallel Computing Centre; wrote and edited books on parallel programming.

Education

1993 PhD in Computer Science, University of Edinburgh. Thesis was *Structuring and Supporting Programs on Parallel Computers*.

1986 MSc in Artificial Intelligence, University of Edinburgh. Thesis was *An Implementation of a Connection Method Theorem Prover for S5 Modal Logic*.

1984 BSc in Mathematics and Engineering (First Class Honors), Faculty of Applied Science, Queen's University, Ontario.

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).

Other Achievements

- Author of two children's books (*Bottle of Light*, Scholastic Press Canada, 2008 and *Three Sensible Adventures*, Annick Press, 1999).
- Co-creator of AMY (a Django-based tool for managing volunteer workshop instructors), TidyBlocks (a block-based environment for introductory data science), and Glosario (a multilingual glossary of data science terms).
- Co-organized a summit meeting of free-range computing education groups in 2015.
- Founder and co-editor of *The Architecture of Open Source Applications*.
- 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).
- Competed in World Computer Chess Championship, 1989.
- Past 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.

Technical Books

- Damien Irving, Kate Hertweck, Luke Johnston, Joel Ostblom, Charlotte Wickham, and Greg Wilson: *Research Software Engineering with Python*. Chapman and Hall/CRC Press, in press.
- 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.
- 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 Comp. Bio.*, in press.
- Sarah Lin, Ibraheem Ali, and Greg Wilson: "Ten Quick Tips for Making Things Findable". *PLoS Comp. Bio.*, 2020.
- Alexander Nederbragt, Rayna Michelle Harris, Alison Presmanes Hill, and Greg Wilson: "Ten Quick Tips for Teaching with Participatory Live Coding". *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 Hoye, 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 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 Comp. Bio.*, 2017.
- Greg Wilson: "Software Carpentry: Lessons Learned". *F1000 Research*, 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.
- 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.
- Jorge Aranda, Steve Easterbrook, and Greg Wilson: "Requirements in the Wild: How Small Companies Do It". *RE'07*, 2017.
- 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*.