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 or co-wrote books on teaching and JavaScript; 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 workflow tools; co-organized a summit meeting of free-range computing education groups in June 2015.
2011	Software engineer at Side Effects Software Inc. Helped design and build a web store for their flagship product; co-edited two books on the architecture of open source applications.
2010–2011	Project lead for Software Carpentry; co-edited a book on empirical results in software engineering; supervised graduate theses at the University of Toronto.
2006–2010	Assistant Professor in Computer Science at the University of Toronto. Taught graduate/undergraduate courses; supervised theses; developed a Professional Master's degree program; co-edited an award-winning book on software design; on the editorial boards of *Computing in Science and Engineering* and *Doctor Dobb's Journal*; published a children's book.
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; Adjunct Professor in Computer Science at the University of Toronto.
2000–2004	Senior software engineer at Baltimore Technologies and Hewlett-Packard (after acquisition). Helped develop an access control and authorization product; 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; published a children's book.

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; competed in the 1989 World Computer Chess Championship.

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).

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.
- 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.
- 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.

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*.

Other Achievements

- Author of two children’s books (*Bottle of Light*, Scholastic Press Canada, 2008 and *Three Sensible Adventures*. Annick Press, 1999).
- Member, Python Software Foundation, 2010-present.

- Advisory Board, Ladies Learning Code, 2012-2014.
- Mentor for Google’s Summer of Code, 2005-2015.
- Ultimate frisbee, 1991-2003 (Toronto "C" Division championship team 2002).
- 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.