

Dr. Greg Wilson

65 Highfield Road, Toronto, Ontario M4L 2T9

gvwilson@third-bit.com

<http://third-bit.com>

+1 416 435 9779

Highlights

- Professional software developer for over 40 years
- Fellow of the Python Software Foundation
- Co-founder and first Executive Director of Software Carpentry, a world-wide volunteer organization that has taught software skills to almost 100,000 researchers since 2010
- Co-founder of *It Will Never Work in Theory* and *The Architecture of Open Source Applications*
- Author or editor of fourteen books on programming (including a 2008 Jolt Award winner), one on teaching, and two for children

Employment

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| 2024–present | Engineering Manager, Open Source Libraries, Plotly. Responsible for managing in-house developers and coordinating open source community and strategy. |
| 2021–2024 | 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, Computer Science, University of Toronto. Taught courses at several levels; supervised theses; designed a Professional Master's program. |
| 1982–2006 | Software developer and consultant for academic research centers, national labs, and firms ranging from early-stage startups to IBM. |

Education

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| 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 Dobb'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.