

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 a dozen books on programming, one on teaching, and two for children

Employment

2024–2025	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

- 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.

Recent Publications

- Wilson: *Software Design by Example in Python*. Chapman and Hall/CRC Press, 2024
- Haberman & Wilson: "Ten Simple Rules for Writing a Technical Book". *PLoS Comp. Bio.*, 2023
- Wilson: "Twelve Quick Tips for Software Design". *PLoS Comp. Bio.*, 2022
- Wilson: *Software Design by Example in JavaScript*. Chapman and Hall/CRC Press, 2022
- Irving et al: *Research Software Engineering with Python*. CRC Press, 2021
- Smalls & Wilson: "Ten Quick Tips for Staying Safe Online". *PLoS Comp. Bio.*, 2021
- Wilson: "Thoughts from a Not-So-Influential Educator". ACM SIGSOFT, 2020.
- Gans et al: *JavaScript for Data Science*. CRC Press, 2020
- Wilson: *Teaching Tech Together*. CRC Press, 2019
- Taschuk & Wilson: "Ten Simple Rules for Making Research Software More Robust". *PLoS Comp. Bio.*, 2017
- Wilson et al: "Good Enough Practices in Scientific Computing". *PLoS Comp. Bio.*, 2017
- Wilson: "Software Carpentry: Lessons Learned". *F1000 Research*, 2016
- Wilson et al: "Best Practices for Scientific Computing". *PLoS Biology*, 2014