

Olivia Glennon

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Olivia Glennon is a product owner, project lead, developer, and designer based out of Massachusetts. She has worked with clients in a variety of sectors with a focus in science research and communication and healthcare including Mayo Clinic, the CDC, the Massachusetts DPH, The Broad Institute, GE, National Geographic, JP Morgan, and MetLife. She has given talks and led workshops at universities and organizations including Mayo Clinic, Harvard University, Cooper Union, and Condé Nast, and also helped organize the first Processing Community Day at the MIT Media Lab.

Trio Health, Remote (working out of Massachusetts)

Principal Product Engineer 2024-Present

Led the release of Trio's first SaaS product, released in 2026. Responsible for leading teams made up of designers and developers working on custom tools and SaaS platform development for healthcare data, particularly focused on unstructured Electronic Medical Record (EMR) data. Developed an understanding of AI tools, especially for prototyping and working with unstructured medical data such as physician notes.

Fathom Information Design, Boston, MA

Senior Development Lead and Product Owner 2020–2024

Responsible for leading teams made up of designers, developers, and analysts on client projects; outlining next 3-6 months of project schedules and team assignments; leading product development on internal and client-funded products from high-level goals and vision, scheduling, sprint development, to user stories and individual feature wireframes; contributing directly as a fullstack developer and ux + visualization designer; outlining individual project schedules, deliverables, and SoWs; managing Fathom website and publicly documenting work including write-ups and photography; presenting work and representing the company publicly for clients and at events.

Project Lead and Designer/Developer 2017–2020

Responsible for leading teams made up of designers, developers, and analysts on client projects; quickly iterating through and building interactive prototypes to explore data; building final Java and web-based application deliverables; designing data-driven interfaces for client projects; outlining project schedules, deliverables, and SoWs; managing Fathom website and publicly documenting work including write-ups and photography; presenting work and representing the company publicly for clients and at events.

Junior Designer/Developer August 2014–2017

Responsible for quickly iterating through and building interactive prototypes to explore data; building final Java and web-based application deliverables; designing data-driven interfaces for client projects; presenting work and representing the company publicly for clients and at events.

Cooper Union Continuing Education, New York, NY

Instructor and Information Design Education Consultant 2021-2023

Responsible for developing and teaching courses and workshops in creative coding (p5.js) and Information Design. Assisted in development of potential certificate programs and acted as a field expert to guide program development.

Dow Jones/Wall Street Journal, New York, NY

UX Design and Developer Intern 2013-14

Designed and developed components for new editorial tools. Responsible for developing wireframes, designing interfaces, and building out modules with Angular.js and D3.js for wsj.com and internal products. Wrote production-ready code and assisted with large-scale code deployment on wsj.com.

Education Cooper Union; New York, NY – BFA with focuses in Graphic, Web, and Interactive Design 2014

Code Well-experienced with Vue.js, Tailwind CSS, JavaScript, Processing, Java, p5.js, D3.js, Python, git, SQL
Has collaborated in Elixir, Angular.js

Design tools Figma, Adobe Suite, prototyping in code and with Claude