

Mission

Work with diverse, inclusive teams, striving to design and deliver the most delightful, useful data products the world has seen.

Experience

Juice Analytics (2009-Present)

- Leading design of 2 data platforms, 100+ client apps, and teaching best practices.

Senior Product Designer (2017-Present)

- Leading design translating Juicebox from low-code platform into UI editing experience.
- Develop and manage ux research activities, wireframe prototyping, UI design, and requirements for development.

Product Designer (2013-2016)

- Led design for Slice, a flash based data visualization product.
- Product strategy and design lead for Juicebox, a modern data storytelling platform.
- Designed & executed training workshops for data storytelling, with attendees ranging from 10 - 150 people.

UI Design Lead (2009-2013)

- Interface & Visualization design, project lead, client management.
- Flash development prototyping
- Design pattern development

Finestra Art App (2012-2015)

- Co-founded and led design on an iPhone app that created a marketplace to people find and buy local art.

Freelance (2005-2010)

- Print & Brand Identity design, Web design & development, Video production/editing, Motion graphics

Volunteer

OpenIDEO Atlanta Chapter (2015-Present)

- As an organizer for the Atlanta Chapter of OpenIDEO, I work with a small volunteer team to help people of all different backgrounds connect with solving social challenges, big and small. My favorite activity was designing and running a one-day design jam with 75 workshop attendees.

Atlanta Arts Movement (2011-2016)

- As a leader of the Atlanta chapter for International Arts Movement, I helped create gatherings for dinner conversations, artist retreats, and local outings to foster collaboration and growth among Atlanta's art scene.

Cure (April 2013)

- I had the amazing opportunity to join CURE at their hospital in Kijabe, Kenya for two weeks, caring for kids, parents, and hospital staff through creative artworks.

Education

Georgia Institute of Technology

Bachelor of Science (ID) Industrial and Product Design (2001-2005)

James Lytle



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Skills

Product Design & Strategy
Data Design & Visualization
Hiring / Supervisor
Design Management
Project / Client Management
Interaction design
Ideation
User Experience & Research
Training / Workshop events

Favorite Tools

Whiteboard / Paper sketching
JIRA / Trello
Figma / Principle / Omnigraffle
Dropbox Paper / Google Docs
VSCODE / GitHub Desktop
HTML / SCSS / some JS+React