

Luke Litman

AI Systems Architect · 20 Years Building Products · Expert Evaluator of AI Output

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SUMMARY

Technical leader with 20 years of production experience across game, web, and app development who now architects and ships products entirely through AI-augmented workflows. Career spans Design Director on a \$40M+ funded platform, Lead Technical Artist bridging art and engineering, and founder of an independent studio where every product — from games to an AI agent platform — is architected, specified, and delivered through orchestrated AI tooling. Deep understanding of what good code, good design, and good architecture look like, combined with daily hands-on experience evaluating and directing AI-generated output across OpenAI, Claude, Gemini, and custom LLM pipelines.

Why this matters for AI training & evaluation: Evaluating AI output requires knowing what correct looks like. 20 years of shipping production software — and 3+ years of daily AI-augmented development — means I catch architecture flaws, logic errors, and quality gaps that less experienced evaluators miss. I don't just use AI tools; I architect systems that use them, evaluate their output, and iterate until the result is production-grade.

AI ARCHITECTURE & EVALUATION EXPERIENCE

Founder — AI Systems Architect

Metal Games Studio · Austin, TX · ~20 yrs

Independent Studio — Games, Tools, AI Agent Platform

- Architected **WAP (Web Agent Platform)** — multi-persona AI agent system with persistent memory, context management, and tool orchestration. Fully specified before handing off to AI-assisted implementation via Cursor and Copilot.
- Designed and deployed custom AI services via **Vercel gateway + OpenAI API**; architected the full system — routing, context windows, fallback logic — while using AI agents for implementation
- Operates a daily multi-model workflow: **GPT-5 + Claude Opus** for code architecture, **Grok** for images/video, **Gemini + Cursor** for design — evaluating and directing output across all providers
- Built automated pipelines where AI agents handle implementation while I own **architecture, specification, code review, and quality assurance**
- Ships production products end-to-end: from technical specification to AI-assisted implementation to deployment — games, web apps, analytics tools, and automation systems
- Currently managing 21+ GitHub repositories, 7+ live Vercel deployments, and CI/CD pipelines — all architected and maintained through AI-augmented workflows

Design Director / Lead Technical Artist

INK Games · Austin, TX · 5 yrs (current, furlough)

Prize Kingdoms — \$40M+ Funded Social Casino Platform

- Led design on Prize Kingdoms and scaled team from **6 to 40** — experienced in directing engineers, reviewing their output, and maintaining architecture quality at scale
- Transitioned from Design Director to **Lead Technical Artist** — bridging creative and engineering, owning UI implementation, and building internal tools
- 15 years managing production codebases, live operations, and cross-functional teams — the experience base that makes AI output evaluation credible

Design Director

CloudyShark · 5 yrs

- Oversaw the team that built Prize Kingdoms from concept, securing **\$40M+ in funding**; shipped Epic Casino, Scratchers Casino, SlotsCraft
- Directed engineering and design teams — architecture decisions, code review, quality gates

Freelance (~10 yrs) · Lavafist (1 yr) · Foe Games (1 yr)

- Contract work for **Dell, Freescale Semiconductor, BigCommerce** (Scriptilabs), **Houghton Mifflin Harcourt**
- Lavafist: shipped Slumber, Skyburn · Foe Games: illustrator, first industry role

AI TOOLS & ARCHITECTURE KNOWLEDGE

OPENAI ECOSYSTEM

GPT-5, GPT-4o, o1/o3-series, API integration, function calling, embeddings

OTHER LLM PROVIDERS

Claude (Opus/Sonnet), Gemini, Grok, open-source models

AI DEV ORCHESTRATION

Cursor (Ultra), Copilot, Aider, custom Vercel gateway, agent pipelines

ARCHITECTURE DOMAINS

Web (React/Next.js), game engines (Unreal/Unity), APIs, serverless, databases

EVALUATION SKILLS

Code review, architecture assessment, UI/UX quality, production readiness

INFRASTRUCTURE

Vercel, GitHub, CI/CD, Neon (Postgres), DNS, Sentry, Linear

SELECTED AI-ARCHITECTED PROJECTS

WAP (Web Agent Platform) — Multi-persona AI agent system; fully architected and spec'd, built via AI-assisted implementation

System Architecture · OpenAI API · React · Next.js · Python · Vercel

Metal Games Studio Site — AAA-quality portfolio; designed, architected, deployed through AI-augmented workflow

Architecture · Next.js 14 · Tailwind · CI/CD · Vercel

AI Operations System — Slack-integrated AI coworker managing projects, health, finances, and automation

System Design · Slack API · OpenAI · Cron Automation · Linear

EDUCATION

School of Visual Arts — Illustration & Design, 4 years

Computer Art — 2 years