

Scan to walk the studio

CONTACT

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WORK ONLINE

PORTFOLIO
portfolio.ironreach.xyz
AI TOOLING
portfolio.ironreach.xyz/ai
GAMEJAM
gamejam.metalgames.xyz

STRENGTHS

Agent systems
Assistant rails, persistent memory, page context ingest, persona and skill loading.

LLM infrastructure
Multi-provider gateways, routing, spend metering, auth and session in front of model calls.

Human in the loop
Approval gates, spend confirmation, and written run records. Nothing auto-approves.

Evaluation
Knowing when generated output is wrong, and writing up the edge cases that prove it.

SELECTED WORK

- INK Pay: in-app AI assistants
- INK Pay: support agent fleet
- Maiden (GM): assistant rail
- Gate Forge: LLM gateway
- Muse: Open Call assistant
- Node Forge: gated workflows

EDUCATION

School of Visual Arts (SVA)
Illustration and Design, 4 years · Computer Art, 2 years

Paper Trail +100 XP
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AI SYSTEMS ARCHITECT

Luke Litman

Agent systems · LLM gateways · Human-in-the-loop delivery

SUMMARY

Builds AI systems on top of 15 years shipping game UI and platform work. At INK, several of the in-app assistants for INK Pay plus a separate agent fleet running customer support in the operations console. Since then an assistant rail with persistent memory, an LLM gateway with spend control, agent-driven interviews, and workflow graphs that pause for a human yes. The value is judgment, catching when generated output is wrong before it ships.

EXPERIENCE

Founder
Metal Games Studio / IronReach · Austin, TX · 2006 - present

- Maiden (GM): shared assistant rail for studio sites. Threads, persistent memory, and page context ingest, with model calls routed through the internal gateway instead of direct provider keys.
- Gate Forge: identity plus LLM gateway. One session and one chat completions endpoint in front of multiple providers, with spend tracked per call.
- Muse: the assistant inside Open Call (csa.ironreach.xyz), matching artists to grants, health coverage, and workforce programs from a curated database, with a human ops desk behind the data.
- Brief Light: agent-driven interview inside Gamejam that turns a conversation into a structured game brief and design wiki, gated on human approval before it writes or spends.
- Node Forge: workflow graphs that call studio tools and hold for a human yes. Fired by hand, webhook, or schedule, and they write the run record back to a repository.
- Contract delivery for Deep Forest Labs and Popz Games (deepforestlabs.ai, popzgames.com), including day-to-day studio operations.

AI Training Expert (Visual / Art)
micro1 · Contract · 2026 - present

- Visual and art expert for AI training: aesthetic judgment, image selection, quality calls, and written feedback on edge cases in the evaluation guidelines.

Design Director / Lead Technical Artist
INK Games · Austin, TX · 2018 - Jul 2026

- INK Pay: built several of the in-app assistants for INK's fintech and social product. They answered questions about the company and the product, walked users through the app, and carried out in-app actions such as navigation and changing color schemes.
- A separate fleet of agents in the operations console, handling customer support and working through user issues.
- Prize Kingdoms: $40M+ funded platform on iOS and Android. Design Director, then Lead Technical Artist as it scaled. Grew the design org from 6 to 40.

Design Director
Skyburn Entertainment · Austin, TX area · 2017 - 2018

- Skyburn and Slumber: built both from scratch and led them as Design Director.

Lead Technical Artist / Design Director
CloudyShark LLC · Austin, TX area · 2014 - 2017

- Built the original Prize Kingdoms prototype ahead of the $40M+ raise. Lead Technical Artist, then Design Director.

Lead Artist / UI / Illustrator
Foe Games · Aug 2012 - Jan 2013

- Lead artist across UI, illustration, and visual direction on shipped game products.