

Scan to walk the studio

CONTACT

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WORK ONLINE

PORTFOLIO
portfolio.ironreach.xyz
DESIGN WORK
portfolio.ironreach.xyz/creative
EMPELT
empelt.shop

STRENGTHS

Art direction
Visual language, UI/UX, illustration, motion, brand systems.

Game UI
HUDs, menus, live ops content, casino and mobile patterns.

Tools
Adobe CC, Figma, and Unity UI implementation context.

Leadership
Design org scale, critique, written direction, hiring support.

SELECTED WORK

- Prize Kingdoms (INK): art direction
- Skyburn: case study
- EMPELT: empelt.shop
- Deep Forest Labs / Popz Games
- Metal Games: metalgames.xyz
- portfolio.ironreach.xyz

EDUCATION

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

Paper Trail +100 XP
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ART DIRECTOR

Luke Litman

Visual systems · Illustration · Game UI · Creative leadership

SUMMARY

Art director and illustrator, SVA trained, with 15 years of Unity UI on shipped games. Led visual design on Prize Kingdoms and grew the design org from 6 to 40 while live content kept shipping. Still hands-on with illustration, UI, and brand systems.

EXPERIENCE

Founder

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

- Independent studio and contracting practice, running continuously alongside the studio roles below. Formerly Slook Design.
- Contract engagement: design, UI/UX, and product delivery for Deep Forest Labs and its consumer label Popz Games (deepforestlabs.ai, popzgames.com), including day-to-day studio operations.
- Design and product UI for studio projects and client brand work (metalgames.xyz).
- Built JAMforge (formerly GameJam), a public prototype pipeline (gamejam.metalgames.xyz).

Design Director / Lead Technical Artist

INK Games · Austin, TX · 2018 - Jul 2026

- Prize Kingdoms: $40M+ funded social casino and rewards platform, live on iOS and Android. Original team member, carried over from the CloudyShark prototype.
- Design Director for most of the run: player-facing UI/UX through live ops, including menus, rewards, and monetization flows. Grew the design org from 6 to 40.
- Lead Technical Artist as the platform scaled: design-to-engineering handoff, UI implementation constraints, prefab architecture, asset bundles, and live ops delivery.

Design Director

Skyburn Entertainment · Austin, TX area · 2017 - 2018

- Skyburn and Slumber: built both from scratch and led them as Design Director.
- Owned design direction, UI and visual systems, and Unity implementation through the trailer-era Skyburn push.
- Contracted for Big Fish as part of the team during the same period.

Lead Technical Artist / Design Director

CloudyShark LLC · Austin, TX area · 2014 - 2017

- Built the original Prize Kingdoms prototype, including its early player UI and systems, ahead of the $40M+ platform raise.
- Lead Technical Artist: UI feasibility, engine constraints, and art-to-engineering delivery on shipped casino titles (Epic Casino, Scratchers Casino, Slotscraft).
- Design Director: owned UI/UX and visual systems from early studio stage through the handoff to funded scale.

Lead Artist / UI / Illustrator

Foe Games · Aug 2012 - Jan 2013

- Lead artist across UI, illustration, and visual direction on shipped game products.
- Set the visual language and interface patterns at the start of a games career.