

Scan to walk the studio

CONTACT

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WORK ONLINE

PORTFOLIO
portfolio.ironreach.xyz
DESIGN WORK
portfolio.ironreach.xyz/creative
GAMEJAM
gamejam.metalgames.xyz

STRENGTHS

Design
Product design, UX/UI, design systems, prototyping, user flows.

Frontend literacy
JS/TypeScript and React/Next.js, accessibility, implementation constraints.

Design writing
Design docs, critique, trade-off writeups, decision rationale.

Craft tools
Figma and Adobe CC, illustration, motion, responsive web (Tailwind).

SELECTED WORK

- Prize Kingdoms (INK): UI/UX
- Skyburn: case study
- Deep Forest Labs / Popz Games
- CSA: csa.ironreach.xyz
- EMPELT: empelt.shop
- 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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SENIOR PRODUCT DESIGNER

Luke Litman

Design systems · React and Next.js literacy · Implementation-aware specs

SUMMARY

Senior product designer who works close to the build: 15 years of Unity UI, plus React and Next.js literacy and accessibility-minded implementation specs. Built the original Prize Kingdoms prototype ahead of a $40M+ raise and grew the design org from 6 to 40. Comfortable owning a design system end to end and defending it in code review.

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.