

Luke Litman

Game Developer · 20 Years · Art + Engineering + Design

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SUMMARY

Multidisciplinary game developer with 20 years spanning art, design, and engineering. Led design on Prize Kingdoms (INK Games), which raised \$40M+ and scaled from 6 to 40 people. Equally comfortable as Design Director, Lead Technical Artist, or Tools Engineer. Founder of Metal Games Studio — shipping games solo across the full stack from concept art to deployment. Deep expertise in AI-augmented game development workflows.

PROFESSIONAL EXPERIENCE

Design Director / Lead Technical Artist

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

Prize Kingdoms — Social Casino & Rewards Platform (\$40M+ Funded)

- Continued as **Design Director** on Prize Kingdoms post-funding; scaled team from **6 to 40**
- Shifted into **Lead Technical Artist** — owned all UI implementation, liveops, and art-to-engine pipeline
- Heavy prototyping across gameplay mechanics, monetization systems, and player engagement features
- Bridged art and engineering teams — rare skillset combining visual design with deep technical execution

Design Director

CloudyShark · 5 yrs

- Led small design team that built **Prize Kingdoms**, securing **\$40M+ in funding** as INK Games
- Oversaw game design, UX, and visual direction from concept through launch — titles included **Epic Casino, Scratchers Casino, SlotsCraft**

Founder — Solo Developer / Artist / Designer

Metal Games Studio · Austin, TX · ~20 yrs

Independent Studio (side project → primary focus)

- One-person studio: game design, art, engineering, marketing, print, and business operations
- Currently developing **World of Haze** — procedural world-map exploration game
- Shipped and prototyped across genres: roguelites, incremental sims, tactical RPGs, action games
- Built **WAP** — AI agent platform with multi-persona agents, memory, and context management
- AI-augmented dev workflows using GPT-5, Claude Opus, Cursor, and custom LLM tooling

Freelance — Slook Design / IronReach / Metal Games

~10 yrs (overlapping)

- Web, game, and app contracts for **Dell, Freescale Semiconductor, BigCommerce** (Scriptilabs), **Houghton Mifflin Harcourt**
- Full-service creative and development — design, art, code, and delivery

Earlier Career

- **Lavafist** (1 yr) — Game development (Slumber, Skyburn)
- **Foe Games** (1 yr) — Illustrator, first industry role; migrated into design and technical art

SELECTED PROJECTS

World of Haze — Procedural world exploration game, active development

Unreal Engine · C++ · Python · AI-assisted pipeline

ZStrike — Data-driven action game with WebGL deployment

Unity 6 LTS · C# · WebGL

Fish Odyssey — Roguelite fish evolution game with AI-generated sprites

PWA · JavaScript · Procedural generation

BulletHeaven / HellRogue / Tactics — Genre experiments across bullet-heaven, roguelite, tactical RPG

Multiple engines · Rapid prototyping · Full art + code

TECHNICAL SKILLS

GAME ENGINES

Unreal Engine, Unity, Cocos2d, Panda3D, custom frameworks

LANGUAGES

C++, C#, Python, JavaScript/TypeScript, GDScript

ART & DESIGN

Illustration, UI/UX, pixel art, concept art, animation, technical art

AI / LLM

OpenAI GPT-4/5, Claude, Cursor, Copilot, custom LLM tooling

WEB / DEPLOY

React, Next.js, Vercel, WebGL, PWAs, Node.js

OPS

Git/GitHub, Linear, CI/CD, live operations, Steam publishing

EDUCATION

School of Visual Arts — Illustration & Design, 4 years

Computer Art — 2 years