

Scan to walk the studio

CONTACT

Austin, TX
luke.litman@gmail.com
linkedin.com/in/luke-litman-5b468a2b
github.com/LukeLit

WORK ONLINE

PORTFOLIO
portfolio.ironreach.xyz
GAME DEV
portfolio.ironreach.xyz/gamedev
GAMEJAM
gamejam.metalgames.xyz

STRENGTHS

Engines
Unity as primary, with Unreal and Godot familiarity; C# gameplay and tools.

Shipped work
Prize Kingdoms, Epic Casino, Scratchers Casino, Slotscraft, Skyburn.

UI and systems
HUDs, menus, prefabs, asset bundles, live ops.

Solo and team
Prototype to vertical slice to live platform scale.

SELECTED WORK

- Prize Kingdoms (INK): DD then Lead TA
- Skyburn: vertical slice
- Cursebound (MetaSin): Steam
- Epic Casino (CloudyShark)
- Gamejam: gamejam.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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GAME DEVELOPER

Luke Litman

Unity · Art, engineering, and design · Prototype to live platform

SUMMARY

Game developer who both directs and implements: 15 years of Unity UI, gameplay prototyping, and live ops. Built the original Prize Kingdoms prototype at CloudyShark, built Skyburn and Slumber from scratch at Skyburn Entertainment, then scaled Prize Kingdoms to a $40M+ platform at INK.

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.