

Luke Litman

Technical Director · Product Architect · Ships Full Products via AI-Augmented Workflows

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SUMMARY

Technical director and product architect with 20 years of experience shipping production software across game, web, and app development. Transitioned from hands-on engineering into architecture and technical direction — now specifying, designing, and shipping complete products through AI-augmented development workflows. Scaled a team from 6 to 40 on a \$40M+ funded platform. Currently running a one-person studio that outputs at the level of a small team by combining deep architectural knowledge with orchestrated AI tooling. Every product ships production-grade: CI/CD, monitoring, live operations.

How I work: I architect the system, write detailed specifications, direct AI agents (Cursor, Copilot, Claude, GPT-5) through implementation, review every output, and own the shipped result. The same production quality bar I held when managing 40 people — applied through a new workflow that's faster, leaner, and increasingly how the industry works.

PROFESSIONAL EXPERIENCE

Founder — Technical Director / Product Architect

Metal Games Studio · Austin, TX · ~20 yrs

Independent Studio — Games, Web Apps, AI Platforms, Tools

- One-person studio operating at team scale: architect, specify, direct AI implementation, review, deploy — full product lifecycle
- Architected and shipped **WAP (Web Agent Platform)** — React/Next.js frontend, Python backend, Vercel deployment, OpenAI integration. Full system specification before AI-assisted build.
- Built **metalgames.xyz** — Next.js 14 + Tailwind portfolio site with CI/CD, auto-deploys, and monitoring. Designed, specified, and shipped through AI-augmented workflow.
- Managing **21+ GitHub repositories**, **7+ live Vercel deployments**, CI/CD pipelines, DNS, error monitoring (Sentry), and project management (Linear)
- Shipped multiple web apps and PWAs: games (Fish Odyssey, ZStrike, BulletHeaven), analytics dashboards, automation tools, e-commerce systems
- Custom API services via Vercel gateway integrating multiple LLM providers — designed the routing architecture, context management, and fallback logic
- AI workflow: detailed specs → Cursor/Copilot implementation → architecture review → iteration → deploy. The output is production software; the method is the future.

Design Director / Lead Technical Artist

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

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

- Scaled team from **6 to 40** — managed engineers, artists, designers, and QA across a live production platform
- Owned UI implementation layer between design and engineering — the same bridge role between intent and execution that defines AI-augmented work
- Heavy prototyping: rapid concept → functional prototype → production pipeline for new features and systems
- Built internal tools to accelerate team workflows — tools engineering mindset applied to an evolving studio

Design Director

CloudyShark · 5 yrs

- Led the team that built Prize Kingdoms from concept, securing **\$40M+ in funding**; also shipped Epic Casino, Scratchers Casino, SlotsCraft
- Oversaw design systems, UX architecture, and technical implementation across the entire product

Freelance (~10 yrs) · Lavafist (1 yr) · Foe Games (1 yr)

- Contracts for **Dell**, **Freescale Semiconductor**, **BigCommerce** (Scriptilabs), **Houghton Mifflin Harcourt** — full-service dev and design
- Lavafist: shipped Slumber, Skyburn · Foe Games: illustrator, first industry role — career evolved from art into architecture

ARCHITECTURE & TECHNICAL KNOWLEDGE

PRODUCT ARCHITECTURE

System design, API design, database modeling, CI/CD pipelines, monitoring

WEB STACK

React, Next.js, Tailwind, Node.js, Python, TypeScript, REST APIs, WebGL

GAME ENGINES

Unreal Engine, Unity, custom frameworks — architecture and technical art

AI ORCHESTRATION

Cursor (Ultra), Copilot, GPT-5, Claude Opus, Gemini, custom LLM gateway

INFRASTRUCTURE

Vercel, Neon (Postgres), GitHub Actions, Sentry, DNS (Porkbun), serverless

LEADERSHIP

Team scaling (6→40), cross-functional direction, code review, spec writing

SELECTED SHIPPED PRODUCTS

Prize Kingdoms (INK Games) — \$40M+ funded social casino platform; directed from concept through live ops

Technical Direction · Team Scaling · Live Operations · Multi-year

WAP (Web Agent Platform) — AI agent system with multi-persona support, architected and shipped solo

System Architecture · React · Next.js · Python · OpenAI · Vercel

Metal Games Studio Site — AAA-quality portfolio, full CI/CD pipeline

Product Architecture · Next.js 14 · Tailwind · Vercel · GitHub Actions

Custom AI Services — Multi-provider LLM gateway with routing and fallback logic

API Architecture · Vercel Serverless · OpenAI · Claude · REST

EDUCATION

School of Visual Arts — Illustration & Design, 4 years

Computer Art — 2 years