

Scan to walk the studio

CONTACT

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WORK ONLINE

PORTFOLIO
portfolio.ironreach.xyz
TECH ART
portfolio.ironreach.xyz/techart
SKYBURN CASE STUDY
skyburn.portfolio.ironreach.xyz

STRENGTHS

Unity and delivery
Prefabs, asset bundles, editor tools, live ops pipelines.

UI bridge
Design to implementation, HUD and menu systems, performance budgets.

Web and infra
React/Next.js surfaces, hosted deploys, multi-repo studio ops.

Leadership
Team scale, mentoring, studio ops, hiring support.

SELECTED WORK

- Prize Kingdoms (INK): Lead TA
- Skyburn: vertical slice
- Gamejam: gamejam.metalgames.xyz
- Deep Forest Labs: contract
- 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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LEAD TECHNICAL ARTIST

Luke Litman

Prefab and bundle architecture · Editor tooling · Team scale and delivery

SUMMARY

Lead Technical Artist with 15 years in Unity: prefab and asset bundle architecture, editor tooling, and the design-to-engineering bridge. Held the seat at CloudyShark and again at INK, where I grew the design org from 6 to 40 on a $40M+ platform. Contract design, product, and studio operations for Deep Forest Labs.

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.