

Luke Litman

Unity pipelines, shaders, and UI systems · Design-to-engineering bridge

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PORTFOLIO

portfolio.ironreach.xyz

TECH ART

portfolio.ironreach.xyz/techart

SKYBURN CASE STUDY

skyburn.portfolio.ironreach.xyz

SUMMARY

Technical artist and game UI/UX designer with ~15 years in Unity, working where art meets engineering. Lead Technical Artist at CloudyShark and again at INK, with Design Director runs at both, so the handoff gets owned from both sides. Hands-on across the art stack, from shaders and asset pipelines to animation and complete playable prototypes. Player-facing UI became the deepest specialty mostly because small teams rarely had anyone else for it. Unity is home base; currently ramping on Unreal and UMG.

CORE STRENGTHS

Technical art

Shaders and materials, prefab and asset bundle architecture, editor tooling, profiling and optimization.

Game UI / UX

HUDs, menus, rewards and store flows, live ops content velocity, readable layouts under dense art.

Content breadth

3D and 2D art, animation, VFX, and complete playable prototypes taken from blockout to build.

Unreal / UMG

Actively ramping. Real-time pipeline, shader, and optimization fundamentals carry across engines.

SELECTED WORK

- › Prize Kingdoms (INK): \$40M+ platform
- › Skyburn: built from scratch
- › Slumber: prototype to team
- › Epic / Scratchers / Slotscraft
- › Cursebound (MetaSin): Steam
- › portfolio.ironreach.xyz

Education · School of Visual Arts (SVA), Illustration and Design, 4 years · Computer Art, 2 years.

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.
- Current client 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 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 · ~2013 - 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.