

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

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

Paper Trail +100 XP
Read to the bottom? Claim it at portfolio.ironreach.xyz

TECHNICAL ARTIST · GAME UI/UX · REAL-TIME ART PIPELINES

Luke Litman

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

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.

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.