SAMUEL SHMOO BIGUS

🎮 Game Producer 🎮

Available to work B2B
Portfolio: BigusDesign.com
https://www.linkedin.com/in/ShmooGames/

📇 Contact

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👤 About Me

Game Producer and Product Designer experienced in leading cross-functional teams in indie and commercial projects. Skilled in agile project management, iterative design, and creating engaging player experiences.

🎓 Education

FUTURE GAMES (Present)
Game Producer
- Agile Methodology
- Team Leadership & Communication

UNIVERSITY OF KANSAS (2015)
Bachelor of Arts in Orchestral Instrumentation
- Trombone
- Coaching & Team Leadership

⚙️ Skills

- Agile & Project Management:
  - Jira, Notion, Scrum, Sprint Planning, Backlog Management, Kanban, Agile Metrics
- Game Design: Quest & Narrative Design
- Analytics: Post Hog, GameAnalytics.com
- Cross-functional team leadership & collaboration
- Strong presentation & stakeholder management/communication
- Agile coaching and facilitation of Scrum ceremonies
- Data-driven decision-making and iterative design

🎨 Hobbies

- Trombone & Kazoo Professional
- DnD: Turtle Bard
- Tarot Reader
- Zine Writer

💼 Experience

Project-Based (Nov '24 - Jan '25)

PRODUCER AND DESIGNER
Make a Friend

Turn-Based RPG + Chat App

- Led early stage product design for games and software applications using agile methodologies.
- Integrated AI tools to enhance workflow and player experience.
- Collaborated with cross-functional teams to deliver intuitive, accessible UI/UX.

Released on Steam (Jan '25 - July '25)

PRODUCER AND DESIGNER
Poly Plaza

Open World Landlord Simulator

- Managed the Backlog to release speedy and efficient updates
- Designed Systems for Stock Trading and Home Upgrades
- Wrote Quest Lines for player immersion
- Collaborated with External Vendors to incorporate extra functions for the players

Released on Itch (Oct '25)

ART PRODUCER
NecroMeowcy

Cat Necromancer City-Builder

- Led the whole team in Scrum ceremonies
- Managed the Art Pipeline
- Utilized Waterfall method within a Scrum frame
- Hit Milestones consistently within a tight time limit
- Collaborated with outsourced artists for specific tasks

Released on Itch (Nov '25)

PRODUCER
The Wastemancer

Real-Time Keyboard based Spell Battler

- Oversaw a three-week production process
- Managed risk mitigation and adjusted priorities to keep the team on track.
- Fostered a culture of accountability and shared ownership within the team.
- Maintained production focus and cohesion under strict time constraints.
- Facilitated communication across multiple time zones to maintain workflow efficiency.

Full Time (Oct 2018 - Oct 2019)

TEAM MANAGER
UPS

- Managed a team of 5+, coordinating Safety, Training, and IT roles.
- Developed onboarding procedures and tracked performance metrics.
- Applied agile principles to warehouse and team management