

# SAMUEL “SHMOO” BIGUS

## 🎮 Game Producer 🎮

Available to work B2B

Portfolio: [BigusDesign.com](http://BigusDesign.com)  
<https://www.linkedin.com/in/ShmooGames/>

### Contact

📞 +48 (791) 148-644

✉️ shmoogames@yahoo.com

📍 Warszawa, Poland

### 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
- Analytics: Post Hog, GameAnalytics.com
- Game Design: Quest & Narrative Design
- Cross-functional team leadership & collaboration
- Strong presentation & stakeholder management/communication
- Data-driven decision-making and iterative design

### 👾 Hobbies

- Trombone & Kazoo Professional
- DnD: Turtle Bard



## Experience

### Producer and Designer Turn-Based RPG

PROJECT-BASED (NOV '24 - JAN '25)

+

Chat App

Make a Friend

- 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.



### Producer and Designer

Open World  
Landlord  
Simulator

RELEASED ON STEAM (JAN '25 - JULY '25)

Poly Plaza

- 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



### Art Producer

Cat

Necromancer

City-Builder

RELEASED ON ITCH (OCT '25)

NecroMeowcy Team of 10

- 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



### Producer

Real-Time

Keyboard based

Spell Battler

RELEASED ON ITCH (NOV '25)

The Wastemancer Team of 12

- 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.



### Team Lead

FULL TIME (OCT 2018 - OCT 2019)

UPS Team of 7+

- Managed a team of 7+, coordinating Safety, Training, and IT roles.
- Developed onboarding procedures and tracked performance metrics.
- Applied agile principles to warehouse and cross-functional team management