

SAMUEL SHMOO BIGUS

E-mail: shmoogames@yahoo.com

biguswebdesign.com

On Steam: Poly Plaza

PROFESSIONAL SUMMARY

Game Producer and Product Designer experienced in leading cross-functional teams in indie and commercial projects. Currently studying at Future Games in association with CD Projekt Red. Skilled in agile project management, iterative design, and creating engaging player experiences.

PROFESSIONAL EXPERIENCE

Make a Friend

Warszawa, Poland // Creative Developer & Game Designer

2024 – 2025

- 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.

Freelance

Remote // Product Designer & Developer

2020 – Present

- Developed responsive websites and prototypes using modern UX principles (Figma, React, Tailwind).
- Applied Scrum and Kanban to manage client projects efficiently.
- Coordinated with product owners to deliver projects on time and within budget.

NOTABLE PROJECTS

Poly Plaza | Game Designer

2025

Open-world entrepreneurial sandbox game with economic and progression systems.

- Maintained product backlog, user stories, and managed product owner expectations.
- Developed narrative and gameplay mechanics.

Art Pocketbook | UX Designer

2024

- Conducted research to improve website accessibility and user experience.
- Implemented data-driven design improvements and maintained a design system.

HARD/SOFT SKILLS

- Agile & Project Management: Scrum, Sprint Planning, Backlog Management, Kanban, Agile Metrics
- Game Design: Level Design, Systems Design, UX for Games
- AI Tools: Workflow optimization
- Development: HTML, CSS, JavaScript, React, Tailwind, Lua
- Cross-functional team leadership & collaboration
- Strong presentation & stakeholder management/communication
- Agile coaching and facilitation of Scrum ceremonies
- Data-driven decision-making and iterative design