

SAMUEL SHMOO BIGUS

Game Producer

Available to work B2B

Portfolio: BigusDesign.com

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.

Contact

+48 (791) 148-644

shmoogames@yahoo.com

Warszawa, Poland

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

Hard Skills

- Agile & Project Management:
 - Jira, Notion, Scrum, Sprint Planning, Backlog Management, Kanban, Agile Metrics
- Game Design: Quest & Narrative Design

Soft Skills

- Cross-functional team leadership & collaboration
- Strong presentation & stakeholder management/communication
- Agile coaching and facilitation of Scrum ceremonies
- Data-driven decision-making and iterative design



Experience

Project-Based (Nov 2024 - Jan 2025)

PRODUCER AND DESIGNER Turn-Based RPG + 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.



Released on Steam

PRODUCER AND DESIGNER Open World Landlord Simulator
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



Released on Itch

ART PRODUCER Cat Necromancer City-Builder
NecroMeowcy

- 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

PRODUCER Real-Time Keyboard based Spell Battler
The Wastemancer

- Oversaw a three-week vertical slice production
- 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