SAMUEL "SHMOO" BIGUS

🎮 Game Producer 🎮

Available to work B2B
Portfolio: BigusDesign.com
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👤 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
- 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

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.

🏪 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 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

Producer and Designer

Turn-Based RPG + Chat App

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

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