



Game Producer

Available to work B2B

About Me

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

Contact

 +48 (791) 148-644

 shmoogames@yahoo.com

 Warszawa, Poland

Hard 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

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

SAMUEL SHMOO BIGUS



Professional Experience

Project-Based (Nov 2024 - Jan 2025)

PRODUCER AND DESIGNER Turn-Based RPG +
Make a Friend 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.

Full Time (Oct 2018 - Oct2019)

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



Released on Steam

[HTTPS://STORE.STEAMPOWERED.COM/APP/2716030/POLY_PLAZA/](https://store.steampowered.com/app/2716030/POLY_PLAZA/)

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



Education

(2015)

UNIVERSITY OF KANSAS

Bachelor of Arts in Orchestral Instrumentation

- Trombone
- Coaching & Team Leadership

(Present)

FUTURE GAMES

Game Producer

- Agile Methodology
- Team Leadership & Communication