



## 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

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📍 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 + 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.

### 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

## Released on Steam

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

**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

## 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