



# SAMUEL SHMOO BIGUS

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## 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.

## WORK EXPERIENCE

### Game Producer and Designer, Make a Friend 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.

### Producer and Designer, Freelance 2020 - Present

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

### Team Manager, UPS 2018 - 2019

- 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.

## EDUCATION

### Game Producer Apprenticeship Present

Future Games

- Cross-Functional leadership training
- Understanding in Agile management skills and tools

### Bachelor of Arts in Orchestral Instrumentation 2015

University of Kansas

- Team Management/Coaching

## ADDITIONAL INFORMATION

- **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

## TOOLS

- Jira
- Notion
- Miro
- Asana
- Gimp
- Microsoft Teams