

SAMUEL "SHMOO" BIGUS

 Game Producer 

Available to work B2B

Portfolio: [BigusDesign.com](https://www.bigusdesign.com)

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About Me

Game Producer experienced in leading cross-functional teams in fast paced indie and commercial projects. Skilled in agile project management, iterative design, and fostering effective and productive work environments.

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
- Cross-functional team leadership & collaboration
- Strong presentation & stakeholder management/communication
- Analytics: Post Hog, GameAnalytics.com
- Data driven human centric decision making and iterative design

Hobbies

- Trombone & Kazoo Professional
- Zine Enthusiast
- DnD: Turtle Bard

Experience



Producer Intern

PLANNED RELEASE (2026)

Whimpack! Critter Collector, Multiplayer, Co-op Arena

- Facilitate action on in-game items
- Participate in production meetings and contribute to sprint planning
- Strategize directly with CEO/Producer on project direction and prioritization
- Organize and coordinate structured game tests
- Support preparation and execution of Steam launch for a new online multiplayer title



Producer

RELEASED ON ITCH (NOV '25)

The Wastemancer: Team of 12; Real-Time Keyboard Spell Battler

- 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.



Producer and Designer

RELEASED ON STEAM (JAN '25 - JULY '25)

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

Producer and Designer Turn-Based RPG

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

Make a Friend: Turn-Based RPG + Chat App  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.



Team Lead

FULL TIME (OCT 2018 - OCT2019)

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