Jared Kasl

Portland, OR · jared@entroversal.com · www.entroversal.com/portfolio

SUMMARY

Lead Designer on *Sonic Mania* (SEGA, 2017), where I designed eight zones and all of its Special and Bonus Stages. Game design director on *Major Magnet*, an Apple Editor's Choice platformer, doing its physics and level design. Since the studio, I have designed and built *Being*, an original 3D action game, first in Unity and then solo in Godot with custom level-authoring tools. Now designing a rhythm rail shooter in the vein of *Star Fox 64* and *Rez*. Seeking a return to level design work.

EXPERIENCE

PagodaWest Games, LLC — Co-founder & Project Lead

Portland, OR · 2011 – 2017

Co-founded the studio with art director Tom Fry in late 2011, growing it out of the Sonic 2 HD fan project, where I did level and sprite art, into an independent developer with a shipped commercial catalog. Ran day-to-day operations from the Portland office while Tom Fry led art direction from London, and negotiated the studio's publishing partnerships.

- ***Sonic Mania*** — SEGA, 2017 · PC, Xbox One, PS4, Switch. **Lead Designer.** Designed the four new zones (Studiopolis, Press Garden, Mirage Saloon, Titanic Monarch) and the Mania versions of four returning ones (Green Hill, Flying Battery, Oil Ocean, Lava Reef). Designed all of the Special and Bonus Stages. Paced zones to reward skill: the better you play, the more speed and flow you keep, while players who slip drop into easier but slower routes with more platforming to work through. Led the level design team, which grew as the project did. Pitched and negotiated PagodaWest's involvement; the studio ran the game's development, working with Christian Whitehead (Lead Developer, Lead Programmer) and Headcannon.
- ***Major Magnet*** — 2013 · iOS. Game design director: **physics and level design** for a "poles of attraction" 2D platformer, designed to bring console-style level design to phones. The central design problem was precise control on a touch screen. Built in Corona SDK by a team of four, with music by Tee Lopes; set up the publishing partnership with Iddiction (Talking Tom). Then led the design of *Major Magnet Arcade*, a free-to-play overhaul. *Apple Editor's Choice · PAX East 2013 Indie Showcase · Top 5 Paid Apps.*
- *Circle Frenzy*, *Nom Chops*, *SnapPals*, *Spirit Rush* — iOS. Lead Designer, in charge of game design decisions. The studio also produced *Mr. Buzz*. All five App Store featured.
- **Style guides and UI** — led the style-guide work on *SnapPals* and *Spirit Rush* with Tom Fry, and designed and built both games' UI menus in Unity; made many of *Spirit Rush*'s in-game assets.
- **Adult Swim** — built a game prototype for a proposed project; the full project did not go ahead.

Independent Game Development — *Being* (Unity, then Godot)

Portland, OR · 2017 – 2022, 2025 – 2026 · private, available to demo

- An original 3D action game. Began as a two-person prototype with a fellow *Sonic Mania* level designer in 2017; built it out solo from 2020, handling design, programming, shaders, modeling and music.
- Rebuilt it solo in Godot 4.5, with custom editor plugins for level authoring.
- Composed the music and sound in REAPER, integrated through FMOD as adaptive stems.

Independent Game Development — Rhythm rail shooter (Godot)

Portland, OR · Sep 2026 – present · in development, private, available to demo

- Designing an on-rails shooter in the vein of *Star Fox 64* and *Rez* where shooting plays the music: lock onto up to eight targets, and the volley fires on the 16th-note grid, each hit sounding a chord tone.
- Laid out the first stage as a beat-quantized encounter chart, 20 bars at 124 bpm, with every target placed on a musical step.

- Designed progression across three phases (gas, liquid, solid): collecting shards sharpens the world from ASCII to pixel art to lit 3D and changes the instruments, and taking a hit drops a whole phase.
- Arranged the score in REAPER as per-phase stems that FMOD crossfades as the player moves between phases; chose and set up the instruments.

Freelance Branding

- Logo and brand identity work for Level Up Home Pros, Matters on Tomorrow and Offload Works.
- Miso: shiba illustrations for its avatar generator, and header images for its blog posts.

Freelance Illustration — TPK Brewing

2023, 2025

- Landscape paintings and map work for TPK Brewing's official dungeon manuals, delivered print-ready in CMYK and RGB (Krita, Photoshop).

University of Nebraska–Lincoln — IT Manager, Central Administration

Lincoln, NE · 2005 – 2010

- Promoted from helpdesk to managing IT for Central Administration at Varner Hall: about 40–50 high-priority machines, including the Board of Regents'.

OTHER WORK

CoMaps extensions — a NEXRAD weather-radar layer, map theming, and in-app terrain and trail downloads, built on top of an open-source map engine.
console-mode (Bash, Python, Linux) — turns a KDE/Wayland laptop into a couch game console, with Bluetooth controller bring-up, an overlay above fullscreen games, and "crowned" controllers: a parent can lock play to approved pads from the interface.

SKILLS

Level design — Pacing through speed and flow, skill-rewarding routes, level-authoring tools (Godot editor plugins), 2D platformer and 3D levels, momentum-based character physics
Engines & tools — Unity, Godot, Corona SDK, FMOD, REAPER · C#, GDScript, Python · Git
Game design — Combat and movement design, music-synchronized encounter design, phase-based progression
Graphics — GDShader, Shader Graph, HLSL, custom render passes, raymarching
Branding & UI — logos and brand identity for clients, game style guides, UI menu design and implementation in Unity
Art & audio — Blender modeling, composition and sound design, digital illustration (Krita, Photoshop)

EDUCATION

University of Nebraska–Lincoln — Computer Science
Left before completing the degree to work in game and graphic design.