

# Curriculum Vitae

## Konstantinos H. Dimopoulos



Rural and Surveying Engineer  
MSc in Urban and Regional Planning  
PhD in Urban Planning & Geography  
Game Urbanist  
Game Designer  
Author  
Head of Games at SAE Athens

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## PERSONAL INFORMATION

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## AT A GLANCE

I am a **game urbanist, game designer**, engineer, author, and educator with a **Phd in Urban Planning**. I have been working professionally in gaming since 2010.

I am currently **Head of the Games Department** at the SAE Athens College, where I am also teaching game design, level design, and narrative design.

I am the author of the **Virtual Cities** atlas on video games cities, and have contributed chapters to books like *Game Writing: Second Edition* and the *Architectronics of Game Spaces*.

**Games I have worked on** include ARMA Reforger, The Sinking City, Lake, A Place for the Unwilling, Ex Novo, Droidscape: Basilica, and Seed.

**Companies and studios I have worked with** include Frogwares, Gamious, Bohemia Interactive, ZA/UM, Tuque Games, Raspberry Pi, Irresponsible Games, IphiGames, Tuesay Knight Games, UBM, Sharkbomb, and BadFly Interactive (IGS).

## STUDIES

- 1996

Admission to the School of Rural and Surveying Engineering of the National Technical University of Athens.

- 2002

Rural and Surveying Engineer Diploma (MSc equiv.) with the grade of *Very Good*.

Thesis :

Title : "*From the City to the Metropolis*"

Grade : 10 (Excellent)

- 2003

PhD candidate in the School of Rural and Surveying Engineers, NTUA  
Department of Geography and Regional Planning

- 2006

Master of Science in Urban and Regional Planning at the School of Architecture and School of Rural and Surveying Engineers. Grade: 9.42 (Excellent).

Thesis:

Title: "Approaching the Metropolis in Planning"

Grade: 10 (Excellent)

- 2010

Unanimously awarded a doctorate in Urban Planning and Geography (NTUA)

PhD Title:

"The Modern Western Metropolis: a reappraisal of the urban formation, a reassessment of the term Metropolis and the phrasing of a new research perspective".

## SCHOLARSHIPS

1996-1997 Honorary Scholarship by the State Scholarships Foundation

## GAMES & VIDEO GAMES RELATED WORK

**2011:** Co-founded the software development company *Kyttaro Tech* with Andreas Farmakis and Foivos Vilanakis. The company published two games on iOS, the *Mobile Bill Reader* library and used to run indie bundle store *Bundle In A Box*.

**2013:** Droidscape: Basilica (project lead, game designer, level designer, writer, PR)

**2014:** Droid Arcade (game designer, level designer, writer, PR)

**2014-2015:** TBD/City RPG --on hold-- (project lead, game designer, writer, game urbanist)

**2014-present:** Game design, game urbanism, and consulting on urban matters and the construction of imaginary geographies for interactive and other media. Work includes the following non-NDAed projects:

**The Sinking City** (*Frogwares*), TBA project by *Tuque Games*, Robb Sherwin's **Cyberganked**, *CCCP's Prismancers*, **Seed** (*Klang Games*), **Lake** (*gamiou*), **ARMA Reforger** (*Bohemia Interactive*), unannounced project with *Irresponsible Games*, TBA project with *Theory of Games*, TBA project by *In Game Studios*, TBA project with *ZA/UM*, **Under The Sea** (*iphigames*), and a TBA pen-and-paper RPG by *Tuesday Knight Games*.

**2009- now**: A variety of freeware and/or personal games and prototypes, including **Earthling Priorities**, and **Workers In Progress**. Also several pen and paper RPG and boardgame projects.

**2015-2016**: Developer relations, business development and handling pay-what-you-want deals and free games for the *IndieGameStand.com* online store.

**2016 - 2018**: Working for *IndieBros* as a game writer, PR, designer, and QA on a variety of indie games including **Duskers**, **Crest**, **Monolith**, **The Darkside Detective**, and more.

**2012- 2020**: QA work for the *IGF Awards*.

**2016-2017**: Game design, strategy, and PR consultant for **Moribund** by *Traptics*.

**2017 - 2020**: Wrote the **Virtual Cities** atlas.

**2018 - 2019**: Collaborated with indie studio *Beyond Those Hills* as a world builder, writer, PR consultant, game designer, and game urbanist.

**2020**: Co-wrote, co-designed, illustrated and published the **Ex Novo** city-building tabletop game with Martin Nerurkar for *Sharkbomb Studios*.

## ENGINEERING WORK EXPERIENCE

**2004**: Urban and regional planning projects along the planned ERGOSE railway line connecting Corinth and Patras.

**2004**: Planning of the Lefktro municipality of Messenia.

**2002-2006**: Several surveying and town planning projects across Greece.

## TEACHING EXPERIENCE

**2003-10**: Teaching the mandatory 7th semester subject "Urban Planning" at the National Technical University, School of Rural and Surveying Engineers.

**2003-04**: Teaching the optional mandatory 6th semester subject "Residential Networks" at the National Technical University, School of Rural and Surveying Engineers.

**2005-10**: Teaching the optional mandatory 5th semester subject "Introduction to Urban Planning and Residential Networks" at the National Technical University, School of Rural and Surveying Engineers.

**2003-04**: Teaching the optional mandatory 5th semester subject "Urban Geography" at the National Technical University, School of Rural and Surveying Engineers.

**2004-09:** Teaching the optional mandatory 6th semester subject "Urban Geography" at the National Technical University, School of Rural and Surveying Engineers.

**2003-2004:** Teaching the optional mandatory 9th semester subject "Applications of Urban Planning" at the National Technical University, School of Rural and Surveying Engineers.

**2004-2010:** Teaching the optional mandatory 8th semester subject "Methods and Applications of Urban Planning" at the National Technical University, School of Rural and Surveying Engineers.

**2005-2010:** Teaching the optional mandatory 9th semester subject "Methods and Applications of Regional Planning" at the National Technical University, School of Rural and Surveying Engineers.

**2017-today:** Teaching game and level design, lecturing on game cities at SAE Athens for the BA/BSc (Hons) Game Art Animation, the BSc (Hons) Games Programming, and the Game Design Diploma.

**2021-today:** Head of Games at SAE Athens, and creator, main lecturer & coordinator of the Game Design Certificate.

## **BOOKS & BOOK CONTRIBUTIONS**

Dimopoulos K., Gerber A. (2019). *In World Realism in Architectonics of Game Spaces: The Spatial Logic of the Virtual and Its Meaning for the Real* edited by Gerber A., Goetz U. (pages 59-69). Bielefeld: transcript.

Dimopoulos K., (2020). *Virtual Cities: An Atlas and Exploration of Video Game Cities*. London: Unbound.

Dimopoulos K., (2020). *Virtual Cities: An Atlas and Exploration of Video Game Cities*. Taftsville: Countryman Press.

Dimopoulos K., (2021). *The Tales Cities Tell* in *Game Writing: Narrative Skills for Videogames (Second Edition)* edited by Bateman C. (pages 339-363). New York, London, Oxford, New Delhi, Sydney: Bloomsbury Academic.

## **PUBLICATIONS (peer reviewed)**

Dimopoulos K., Sayas I., Tigka C. (2006). *Spatial and structural consequences of earthquakes in the city: The case of Athens*. Paper presented at the international conference *Mediterranean Cities after Earthquakes*, organized by the Municipal Centre of History and Documentation of Volos in the amphitheatre of the Magnesia branch of TEE. Volos 12-14 May 2006.

Dimopoulos K., Sayas I., Tigka C. (2006). *Spatial and structural consequences of earthquakes in the city: The case of Athens*. Paper presented at the workshop *Prevention and Management of Natural Disasters and the Role of the Rural and Surveying Engineer*, that was organized by the Centre for the Assessment of Natural Hazards and Proactive Planning. Athens 11 December 2007.

Dimopoulos K., (2007). *The multifaceted relationship of city and country and the synthesis of its components*. Paper presented at the *8th Pan-Hellenic Geographicval Conference* of the Hellenic Geographical Society. Athens 4-7 October 2007.

Dimopoulos K., Siolas A. (2009). *Reflections on the concept of the metropolis and their effects on its planning*. Paper presented at the *2nd Pan-Hellenic Conference of Urban Planning, Regional Planning and Regional Development* by the Department of Planning and Regional Development of the University of Thessaly, School of Engineering.

## CO-AUTHORED BOOKS ON PLANNING

Siolas A, Dimopoulos K., Bakoyannis E., (2004). *Humanity and Space*. Athens: NTUA.

Siolas A, Dimopoulos K., Bakoyannis E., (2004). *Residential Networks*. Athens: NTUA.

Siolas A, Dimopoulos K., Bakoyannis E., (2006). *Supplementary Notes on the Subject of Applications of Urban Planning*. Athens: NTUA.

## CONFERENCE TALKS & PRESENTATIONS

**2004:** Dimopoulos K., Siolas A., "*The Rise of the Multi-Cultural Metropolis*" at the *Seventh International Conference on Urban History*, Panteion University, Athens.

**2004:** Dimopoulos K., Siolas A., "*The threat of transforming the European cities' historical centres to cultural ghettos*" at the *Seventh International Conference on Urban History*, Panteion University, Athens.

**2005:** Dimopoulos K., "*The role of the state in planning and managing metropolitan areas: The case of Athens*" at the conference *Metropolitan Geographies. Aspects of the phenomenon on Greek Space*, Polytechnic School of the Aristotle University, Thessaloniki.

**2011:** Dimopoulos K., Sayas J., "*The Role of the Retail Sector in the Political Economy of Urban Space. Re-configurations in the Athens Metropolitan area*" at the *2<sup>nd</sup> International Conference in Political Economy: Neoliberalism and the Crises of Economic Science*, Istanbul University, Istanbul.

**2017:** Dimopoulos K., "*Urban Design and the Creation of Videogame Cities*" at *Develop: Brighton*, Brighton.

**2017:** Dimopoulos K., "*Immersive Urbanism: Breathing Life into Game Cities*" at the *Game Industry Conference*, Poznan

**2018:** Dimopoulos K., "*Interactive Virtual Urbanism and the Design of Game Cities*" at the *SUBOTRON academy*, Vienna.

**2018:** Dimopoulos K., "*Political, Playful Cities & Simulations*" for the *Goethe Institute Power Is Games* exhibition, Athens.

**2018:** Dimopoulos K., "*The Virtual Cities We Play In: A Builder's Introduction*" at *Game Access '18*, Brno.

**2018:** Dimopoulos K., "*Building Believable Utopias and Interactive Dystopias*", at the *2018 Athens Games Festival*, Athens.

**2018:** Dimopoulos K., "*Narratives in Urbanism & Storytelling Cities*", at *Adventure X 2018*, London.

**2019:** Dimopoulos K., "*Constructing Game Worlds (In One Hour)*", at the *2019 Global Game Jam Athens*, Athens.

**2020:** Dimopoulos K., "*The Art of Building Virtual Cities*", at *IVIPRO Days 2020*, Online.

**2020:** Dimopoulos K., "*The Believable Memorable Game City*", at *Game Days Slovakia 2020*, Online.

**2021:** Dimopoulos K., "*Breathing Life Into Games Through Urban Environments*", at *PocketGamer Connects Digital #5*, Online.

**2021:** Dimopoulos K., "*The Public Spaces of Video Games: Representations & Possibilities*", at the *Digital Age Tech Summit*, Istanbul.

**2021:** Dimopoulos K., Sanchez J., Parsons K., "*Virtual Worlds*", Keynote Panel at *CAAD Futures 2021 - Design Imperatives*, Online.

**2021:** Dimopoulos K., "*The Playful Virtual City*", at *Utopian Hours*, Torino.

**2022:** Dimopoulos K., "*Playing With the Building Blocks of Utopia*", Keynote at the *17th International Conference on the Foundations of Digital Games*, Athens, Greece.

## **OTHER PUBLICATIONS**

**2009:** Dimopoulos K., Book Review (Lance Freeman, *There goes the 'hood: Views of Gentrification from the Ground Up*), *Geographies* magazine, issue 15, Spring 2009, pages 202-204.

**2017:** Dimopoulos K., "*Transport Isn't Technology, It's Politics*", *How We Get To Next*, February 2017, [howwegettonext.com/transport-isnt-technology-it-s-politics-fee0c57f48e7](http://howwegettonext.com/transport-isnt-technology-it-s-politics-fee0c57f48e7).

**2017:** Dimopoulos K., "*Adventures In Cartography | The Old City: Leviathan*", *Heterotopias* 002, May 2017, pages 112-122.

**2017:** Dimopoulos K., "*A Beginner's Guide To Crafting Video Game Cities*", *Presura* XIII, May 2017, pages 22-30.

## **RESEARCH PROGRAMS**

**2007:** Developing the intra-European bicycle network Eurovelo – Northern Greek Segment. Funding: Municipality of Karditsa.

## **JOURNALISM WORK**

**2009 - 2016:** Freelance games journalist for *IndieGames.com*, *Rock Paper Shotgun*, *Warp Door*, and *Gamasutra*.

**2006 - 2020:** Game focused blogging on *Gnome's Lair*, *Retro Treasures* and other places.

**2018 - now:** The **CityCraft** column in *Wireframe* magazine, urbanism and game design related feature articles for *Retro Gamer* magazine, *Wireframe* magazine and other outlets.

## **OTHER PROFESSIONAL ACTIVITIES**

**2011:** Co-founded the "*Περισπωμένη (Perispomeni)*" publishing house with Sotiris Fasoulas. Already over 25 books have been published and our publications have earned numerous awards.