



Konstantinos Dimopoulos

GAME URBANIST, GAME DESIGNER, EDUCATOR

WHO AM I?

I am a game urbanist, game designer, author, and educator with a **PhD in Urban Planning**, who has been working in **gaming since 2010**. I am the author of the *Virtual Cities* atlas, and the Head of Games at the SAE Athens College. I have worked on such titles as *The Sinking City*, *ARMA Reforger* and *Lake*. I am working with studios worldwide both on the development of games, and on the urban environments within them.

VIDEO GAMES WORK EXPERIENCE

ZA/UM

TBA Title (2023-2024)

Lead of the city building team, and game urbanist.

Helped design and conceptualize the urban structure, architecture, functions, and ambience of the game's city.

IPHIGAMES

TBA Title (2022-Present)

Creative director, lead game designer.

ZA/UM

TBA Title (2022)

Game urbanist. Consulted on the world building, urbanism and level design for the project's city.

BOHEMIA INTERACTIVE

ARMA Reforger (2020)

Game urbanist, level design consultant. Co-designed several of the settlements of the game's map. Ran game urbanism workshops for the studio.

INGAME STUDIOS

Crime Boss: Rockay City (2020, 2023)

Game urbanist, world builder. Planned and designed Rockay City concepts, consulted on the final game map, and helped create the game's setting.

GAMIOUS

Lake (2018-2020)

Game urbanist, level design consultant. Designed the map of the game's main city, consulted on the world building and overall environmental and level design.

CONTACT

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WEB SITE

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EDUCATION

Rural and Surveying Engineer
Diploma (NTUA, Athens)

MSc in Urban and Regional Planning
(NTUA, Athens)

PhD in Urban Planning and
Geography (NTUA, Athens)

SKILLS

- * Game Urbanism
- * World Building
- * Game Design
- * Level Design
- * Systems Design
- * Narrative Design
- * Technical & Creative Writing
- * Teaching



BOOKS

Author of **Virtual Cities: An Atlas & Exploration of Video Game Cities**.

Contributed chapters to the following books:

- Game Writing 2nd Edition
- Virtual Interiorities
- Architectonics of Game Spaces

GAMES WRITING

CityCraft column for the **Wireframe** magazine (2018-2022)

Freeware Garden series of posts for **Rock Paper Shotgun** (2014-2015)

Indiegames.com writer (2013-2017)

Several articles on games, game design, and game urbanism for outlets such as the **Wellcome Collection**, **Gamasutra**, the **Kobold Press** blog, and **Retro Gamer** magazine.

MORE DETAILS...

My detailed resume, that also covers academic publications, can be found over at game-cities.com.

FROGWARES

The Sinking City (2016)

Game urbanism consultant on the city of Oakmont. Created documentation and sketches, suggested tools and pipelines, and worked on both urban design and planning tools during pre-production.

OTHER STUDIOS

Several indie and AA games (2011-Present)

Kyttaro Games (2011-2015): lead designer & level designer for *Droidscape: Basilica*, **Tuque Games** (2016): urban consultant, **Culturplay** (2016): game & map designer, **Traptics** (2016-2017): consulting & PR for *Moribund*, **Irresponsible Games** (2017): game urbanism & historical research, **Klang Games** (2018): urban game design concepting, **Beyond Those Hills** (2018): game & level design, world building, **Theory of Games** (2018-2021): game urbanism. Several other projects too.

TABLETOP GAMES WORK EXPERIENCE

EDGE OF MYTHOS

Dream City Knights (2023-Present)

City design, concepts, and maps. Game design and world building consulting.

HEARTLEAF GAMES

A Summer in Dungeon Town (2023-Present)

City design, concepts, and maps.

TUESDAY KNIGHT GAMES

TBA Project (2020-2021)

Creation of a randomised, card-based city building system for an unannounced TTRPG.

SHARKBOMB STUDIOS

Ex Novo (2019-2020)

Co-designed, co-wrote, and co-produced the Ex Novo tabletop city building game / tool.

TEACHING EXPERIENCE

SAE CREATIVE MEDIA EDUCATION ATHENS

Game Design, Games Programming, Game Art (2017-Present)

Head of the Games Department. Coordinator of the Game Design Certificate. Lecturer on Game Design, Level Design, Narrative Design, Academic Writing.

ALGOSUP

Game Design for Programmers (2023-Present)

Lecturer on Game Design.