

Curriculum Vitae

Konstantinos H. Dimopoulos



Rural and Surveying Engineer
MSc in Urban and Regional Planning
PhD in Urban Planning & Geography
Game Urbanist
Game Designer

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PERSONAL INFORMATION

Date of Birth: December 9, 1978
Place of Birth: Athens

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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: City RPG --on hold-- (project lead, game designer, writer, game urbanist)

2014-present: Consulting on urban matters and the construction of imaginary cities 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* (gamious), TBA project with Bohemia Interactive, unannounced project with Irresponsible Games, and a TBA pen-and-paper RPG.

2009- now: A variety of freeware and/or unreleased 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- now: 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

2003-04, 2004-05, 2005-06, 2006-2007, 2007-2008, 2008-2009, 2009-10: 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.

2005-06, 2006-07, 2007-08, 2008-09, 2009-10: 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.

2004-05, 2005-06, 2006-07, 2007-08, 2008-09: 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.

2004-05, 2005-06, 2006-07, 2007-08, 2008-09, 2009-2010: Teaching the optional mandatory 8th semester subject "Methods and Applications of Urban Planning" at the National Technical University, School of Rural and Surveying Engineers.

2005-06, 2006-07, 2007-08, 2008-09, 2009-2010: 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.

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 Volo 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 Geographical 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.

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.

CONFERENCE 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 *2nd 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*", an *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.

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.

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

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

OTHER PROFESSIONAL ACTIVITIES

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