

# Curriculum Vitae | Konstantinos H. Dimopoulos



**Game Urbanist, Game Designer**  
Educator, Author

- Rural and Surveying **Engineer**
- **MSc** in Urban and Regional Planning
- **PhD** in Urban Planning & Geography

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## PERSONAL INFORMATION

Date of Birth: December 9, 1978  
Place of Birth: Athens  
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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 exclusively in the wider gaming industry since 2010, and have been collaborating with studios worldwide both on the development of games, and on the urban environments and levels within them.

I am the author of the **Virtual Cities** atlas on video games cities, and have contributed chapters to books such as *Game Writing: Second Edition*, and the *Architectronics of Game Spaces*, and am currently the **Head of the Games Department** at the *SAE Athens* College. I regularly **speak** at conferences like *Develop*, *GIC*, *Adventure X*, *Game Access*, *CAAD Futures*, *PocketGamer Connect*, and *Utopian Hours*.

**Studios and companies** I have worked with include *Frogwares*, *ZA/UM*, *Gamious*, *Bohemia Interactive*, *Raspberry Pi*, *IphiGames*, *Tuesday Knight Games*, *UBM*, and *Ingame Studios*. **Games** I have worked on include *ARMA Reforger*, *The Sinking City*, *Crime Boss: Rockay City*, *Lake*, *A Place for the Unwilling*, *Ex Novo*, *Droidscape: Basilica*, and *Seed*.

## VIDEO GAMES RELATED WORK

2023-2024: **ZA/UM, TBA Title**. Game Urbanism, World Building. As a game urbanist and lead of the city building team, I helped guide, design and conceptualize the urban structure, architecture, functions, and ambience of the project's city.

2022-Present: **Iphigames, TBA Title**. Creative director, lead game designer, narrative designer of a still unannounced project. While at the company I also worked on the design of exergame *Under The Sea*.

2022: **ZA/UM, TBA Title**. Game urbanist. Consulted, worked, and provided documentation, mechanics, and sketches on the world building, urbanism, and level design of the project's city.

2020: **Bohemia Interactive, ARMA Reforger**. Game urbanist, and level design consultant. Co-designed several of the settlements of the game's map. Ran game urbanism workshops for the studio.

2020, 2023: **INGAME STUDIOS, Crime Boss: Rockay City**. Game urbanist, world builder. Planned and designed *Rockay City* concepts, and maps, created the drafts for the game's geography, consulted on the final game map, and helped create the game's setting.

2018-2020: **Gamous, Lake**. 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.

2018: **Beyond Those Hills, Reky / TBA**. Collaborated with the as a world builder, writer, PR consultant, game designer, and game urbanist. Helped with puzzle game Reky and an unannounced project.

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

2016-2017: **Traptics, Moribund**. Game design, strategy, and PR consultation.

2016: **Frogwares, The Sinking City**. Game urbanism consultant on the city of Oakmont, and its creation. Drafted documentation, created sketches, suggested production tools and pipelines, and worked on both urban design and planning tools during pre-production.

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

2014 - Present: **Other Studios** work. **CCCP** (2015): urbanism and game design for *Prismancers*, **Tuque Games** (2016): urban consultant, **Culturplay** (2016): game

& map designer, **Irresponsible Games** (2017): game urbanism & historical research, **Klang Games** (2018): urban game design concepting, **Theory of Games** (2018-2021): city design, city concepts.

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

2011-2015: **Kyttaro Games / Kyttaro Tech, Droidscape: Basilica, Droidarcade, Bundle In A Box**. Lead designer, game designer, writer, and level designer for the *Droidscape: Basilica* and *Droidarcade* iOS games. Did PR for both games, as well as the *Bundle In A Box* indie bundle. Being a co-founder of the company, I also did bizdev. The company also published the *Mobile Bill Reader* library.

2009-Present: **Freeware and personal games**. Released projects (*Earthling Priorities, Workers In Progress*) and unreleased demos and prototypes.

## TABLETOP GAMES RELATED WORK

2023-Present: **Edge of Mythos, Dream City Knights**. City design, concepts, and maps. Game design, and world building consulting.

2023-Present: **Heartleaf Games, A Summer in Dungeon Town**. City design, concepts, and maps.

2021-2020: **Tuesday Knight Games, TBA**. Creation of a randomised, card-based city building system for an unannounced TTRPG. Urban world-building, and game design consulting.

2019-2020: **Sharkbomb Studios, Ex Novo**. Co-designer, co-wrote, and co-produced the *Ex Novo* tabletop city-building game / tool.

## 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: "*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 : "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

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

**2023-present:** Teaching game design for programmers at Algosup, France.

## **BOOKS & BOOK CONTRIBUTIONS**

Dimopoulos K., Gerber A. (2019). *In World Realism* in *Architectronics 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.

Dimopoulos K. (2022). *Imagining Cities Through Play* in *Virtual Interiorities - Book One: When Worlds Collide* edited by G Turner-Rahman, V. Vahdat, and D. Gottwalk (pages 61-85). Pittsburgh: Carnegie Mellon University: ETC Press.

## 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.

Dimopoulos K. (2022). ***Imagining Cities Through Play in Virtual Interiorities - Book One: When Worlds Collide*** edited by G Turner-Rahman, V. Vahdat, and D. Gottwalk (pages 61-85). Pittsburgh: Carnegie Mellon University: ETC Press.

## 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.

## **GAMES 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 - 2023: The **CityCraft** column in *Wireframe* magazine, urbanism and game design related feature articles for *Retro Gamer* magazine, *Wireframe* magazine and other outlets.