Gregor Koomey
2044 Argyle Ave.
Los Angeles, CA 90068
gregorkoomey@gmail.com
818 445 1065

Veteran Game Developer:
Game, World, Story System, and Engine Design, Coding, Team Lead, College Lecturer.

Beginnings
1963-1982: Long Island
- Born December 1963 (First real accomplishment).
- Graduated Walt Whitman High School, 1981.
- Player and DM with Advanced D&D, Runequest and Stormbringer.
- Served as Purser Trainee on MV Olancho (literal banana boat)1981-82.

Undergrad
1982-1986: Manhattan
- Graduated New York University, 1986, with BA in philosophy.
- Contributed bi-weekly comic strips to college paper.
- Created 'Alternate Worlds Society', a tabletop RPG club.

Screen Printing
1986-1988: Connecticut
- Screen printer, graphic artist.
- Comic strips continued.

Philosophy School
1988-1990: New York City
- Doctoral Program in Philosophy at CUNY Graduate Center
    - Thesis work in Narrative Epistemology.
    - Degree not received.
- Comic strips continued.
- Video Monitoring Services
    - Vid scanning and data entry for advertising services firm.

PostScript Coder
1990-1993: Albany
- Self-taught PostScript programming.
- Consulting for various service bureaus.
- Consulting for Letraset on speed of desktop pub generated PostScript.
- Built Geometrix, generative vector graphics in PS (with linear perspective model).
- Self-taught PCScheme.

- 3 PostScript articles published, Software Development and MacTech magazines.

Game Dev
1993-2000: Boston
- Impressions Software: 1994-2000
    - Titles: QA, Producer, Game Designer, Creative Lead
    - Published: Rise and Rule of Ancient Empires, 4x lite, windows 3.1 and 95, 1996.
        - game and map tech.
    - Published: Lords of Magic, 4x with RPG/Story elements, windows 95, 1997.
        - Designed game, game world, gameScript (PS dialect) and engine tech.
        - implemented map editor, game logic and (most) dialog boxes in gs.
    - Unpublished: Tales of Darkness, Strategy RPG
        - designed game vision, world and engine tech.
        - researched Screenwriting, TV Story Structure and Game as Story notions.

- Built second version of Geometrix, in PCScheme.
- Studied Magick: Western Esoteric Philosophic Traditions.
    - Mostly Tarot (but read a lot about other things).

Professor Gregor
2000-2004: Brooklyn
- Worked (2-3 months) at Mamamedia (a dotCom), 2000, Product Manager (?).
    - Company crashed and burned.
- Self-taught Flash 4 & 5 ActionScript.
    - Built world's flakiest physics engine in both.
- Worked (2-3 months) at Kir Jhenad, a game dev startup, 2000, Game Designer.
    - Built prototype 'Sheep' AI in Flash 5.
    - Company crashed and burned.
- Instructor at Pratt Institute, 2000-2003, Art College, Grad and Undergrad students.
    - Designed syllabus and taught classes.
        - Flash 5 programming (to art students).
        - Traditional media game design.

Gone West: R&D
2004-2020: California
- Self-taught Objective-C.
- Paper prototype of StoryBeat, an improvisational writing tool.
- Built third version of Geometrix in Emacs Lisp.
- Studied Improv Comedy (2005-2008)
    - Took classes at Groundlings and Upright Citizens Brigade
        - Basics, Harold long form and Sketchwriting.
- Prototyped ArcScript (PS clone on Mac) with integrated XML Outliner, in Obj-C.
- Prototyped StoryBeat (on IOS), with Core Data, in Obj-C.

- Figure Drawing at Animation Guild (2008-2014)
- Designed various story worlds and systems for comix/games.
- Studied Physics (for sci-fi conceptual analysis purpose)
        - Newton, Einstein, the Quanta, etc.
- Paper prototype of Dramatic Energy Deck (abstract game resource model).

- Self-taught Swift Language.
- Built MarkCode, a byte-code structured PostScript Graphics Model in Swift.

- Metaprocess Framework - Concurrent PS-like execution model - current task.
        - Product vision is a Dynabook model for game and story world simulation.
        - Core is symbolic functional language that drives game/app Engine
                - integrated with bespoke Swift client systems.
        - Study of Functional Programming Techniques and Languages.
                - Clojure, Erlang, Elm, etc., etc., etc.
        - Design of World/Thing/Form value semantics ontology model.
        - Design of Concurrent World Model.
        - Design of S-Expression Microlanguage.
        - Design and Prototypes of Immutable Execution Context.

Some Links:

GitHub samples.
Conway Kaleidoscope: Unity Project
Other files
https://github.com/GregorKoomey

Lords of Magic gameplay from YouTube.
https://www.youtube.com/watch?v=GJ8tH8uG2t0

- This is the most interesting of my articles published in the early 1990s, based on a PostScript system created to analyze LetraSet 'Ready Set Go' PostScript print output. (It's a bit terse in style, as it was before I learned about creative professionalism.)
http://preserve.mactech.com/articles/mactech/Vol.09/09.04/MetaPostscript/index.html

References available on request.