My name is John Kowalski. I have been programming software since the 1980s and have worked in the video game industry for over a dozen years. I have worked on numerous published console and arcade game compilations for companies such as Atari, Midway, Sega and Williams. These classic arcade game compilations involved reverse engineering the original arcade hardware and software then creating emulations of the original hardware and software function on different hardware.
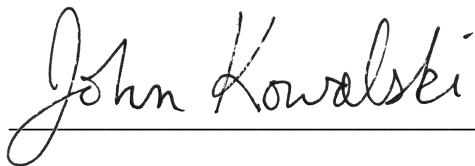
In 2007, I reverse engineered arcade Donkey Kong and created a Donkey Kong emulator for the Tandy Color Computer 3. In 2015, I revisited the project and expanded upon it by adding new stages and new game mechanics to the game. The resulting Donkey Kong Remix was first created for the Tandy Color Computer 3 and then also for original arcade hardware in the form of a hardware kit that can be plugged into original Donkey Kong arcade cabinets.

Since then I have also created Donkey Kong Trainer (which can be used by Donkey Kong competitors to help improve their game play) and also reverse engineered Donkey Kong Junior and created Donkey Kong Junior Remix. I was also part of the team that created Mr. Video, the direct-feed video capture solution for Donkey Kong arcade cabinets.

I have years of expertise and extensive knowledge of both Donkey Kong's hardware and software and also of emulators such as MAME and video generation hardware in general.

I have read Mr. Fokkens' paper and confirm that the technical information within is accurate and correct. I agree with the results and findings presented in his paper.

Signed on August 19th, 2022

John Kowalski
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John Kowalski

https://www.dkremix.com/
https://www.mobygames.com/developer/sheet/view/developerId,43170/