

# Kim Aava

Art Director, Speaker, Streamer, Mentor

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Stockholm, Sweden

## WORK EXPERIENCE

### **Toca Boca, Stockholm — Art Director**

Jan 2024 - PRESENT

#### **Toca Boca Days (Mobile)**

Nurture a good art production and feedback process, Ensure cohesive art style across teams, Create ongoing direction and briefs, Set the direction for artists and animators, Communicate art direction to internal stakeholders within the Product Leadership Team.

### **EA DICE, Stockholm — Key Environment Artist (Principal Environment Artist)**

Jan 2023 - Jan 2024

#### **Battlefield (not released yet)**

Supports the team in production related issues and questions, Creates, delegates and maintains tutorials, best practices, Works closely with craft Leads and Directors to help form a vision, Develops production aware visual targets through look dev, Acts as a liaison to technical teams to facilitate development of tools

### **EA DICE, Stockholm — Lead Environment Artist (Lead 3D Artist)**

Jan 2019 - Dec 2022

#### **Battlefield V Live & Battlefield 2042 + Live**

Manage and lead a team of 10 people, Participate and drive meetings, reviews and planning sessions, Inspire, mentor other artists in best practices, Work closely with tech art and directors, Drive R&D efforts and innovations, Managing and updating documentations, Drive feedback session in-house and external partner artists.

### **EA DICE, Stockholm — 3D Artist**

May 2018 - Dec 2018

#### **Battlefield V**

Create destruction for props and assets, Model and texture assets and props, Write documentation

### **Fast Travel Games, Stockholm — 3D Artist**

Mar 2017 - Mar 2018

#### **Apex Construct (VR game)**

## EDUCATION

### **Futuregames, Stockholm — Vocational Education, 3D Graphics**

Nov 2013 - Aug 2015

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### **Campus Gotland - Uppsala University, Gotland — Bachelor's degree in Game design and graphics**

Aug 2010 - Jun 2013

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## SPEAKER

### **[GDS \(Game Developer Summit\) 2024](#)** (15-16th Feb 2024)

Boracay, Philippines

Delivered the same talk as during XDS together with a co-worker

### **[XDS \(External Developer Summit\) 2023](#)** (Sept 5-8th 2023)

Vancouver, Canada

I had a talk together with a co-worker on external development during Battlefield 2024

### **[Dutch Game Awards 2023](#)** (October 4th, 2023)

Hilversum, The Netherlands

I had the same talk as during DevGamm, Stylized vs Realism

### **[DevGamm 2023 Vilnius \(June 20-21st 2023\)](#)**

Vilnius, Lithuania

Stylized vs Realism talk, a newer version made from the previous older talk and article about the same subject

### **[Nordic Game Jam 2023](#)** (April 13-16th 2023)

Copenhagen, Denmark

Talk oriented towards beginners and students, how to make fast prototypes and game jam art using 3d.

3D Concept Design, Create modular environments, Model, stylized texturing and design weapons, hero props and characters, Lighting and level art placement

## **Guerrilla Games, Amsterdam — Junior Asset Artist**

Jun 2015 - Jul 2016

### **Horizon Zero Dawn**

Create benchmark asset for outsourcing, Manage feedback for outsourcing

## **Guerrilla Games, Amsterdam — Environment Intern**

Oct 2014 - May 2015

### **Horizon Zero Dawn**

Populate the world with assets, Build environment with provided modular assets

## **Tetol Studios, Remote — Environment Intern**

Jul 2014 - Nov 2014

### **The Solus Project**

Creating modular environment and textures, Creating props and textures

## **Might & Delight, Stockholm — 2D Art Intern**

Sept 2013 - Nov 2013

### **Unannounced Project**

UI 2D art rendering, Handpainted texturing of 3d models

## **WORK EXPERIENCE - FREELANCE**

## **Infinite Dimension Games, remote — Sculpting Artist**

2022 - Current

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## **Really Interactive AB, Stockholm — Asset and Environment Artist**

Jan 2017 - Feb 2017

### **The Solus Project**

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## **WORK EXPERIENCE - ACADEMIC WORK**

### [NICHE 2019](#)

Student lecture, South West College Dublin, Ireland  
Talk oriented towards student portfolio and how to get started in the industry. Also had 1-1 portfolio reviews

### [LevelUp Rome](#) (May 9th-12th 2019)

Developer Conference, Rome  
Speaker and portfolio reviews. Stylized vs Realism talk version 2.0  
I was also invited to do portfolio reviews of students.

### [Women in Games Breakfast Lecture](#) (Nov 2017) EA DICE, Stockholm

[Breakfast talk at EA DICE](#), Stylized vs Realism.  
The lecture later became an article at lv80.

### [Gotland University Guest Lecturer](#) 2019

Gotland, Sweden  
Guest lecturer, talk oriented towards student regarding career prog

### [Stockholm VR Meetup #14](#)

February 2018, Stockholm, Sweden  
Behind the scenes of Apex Construct, showcasing the art process

### [Gotland University Alumni days 2017](#)

Gotland, Sweden  
Guest lecturer together with a colleague, portfolio and job hunting lecture

## **LANGUAGES**

Swedish - native

English - fluent

## **ARTICLES**

- [80LV - Realism vs Stylization: Technique Overview](#)
- [Apex Construct Part 1: Stylization in Realism](#)
- [Apex Construct Part 2: VFX, UI and Animation in VR](#)

## **PODCASTS**

- [Artstation Podcast Ep. 19: Getting Started in the Games with Kim Aava](#)
- [All Things Interesting Podcast #26: Kim Aava - Experience as a 3D Artist in the Game Industry!](#)
- [Game Dev Discussion - Women in Games](#)
- [Game Dev Discussion - Episode 33](#)

**Futuregames, Stockholm — *Environment Art Teacher***

Dec 2017 - Jan 2018

**5 Week Environment Art Course**

Preparing lectures and assignments, live demonstrations of tools and techniques, feedback on milestones and hand-ins, feedback sessions in class.