Kim Aava

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Stockholm, Sweden

Art Director, Lead, Principal, Senior, Mentor
I have worked with many different platforms, engines, visuals styles and had many different roles and responsibilities.

WORK EXPERIENCE

Mojang, Stockholm — *Senior Environment Artist (Consultant)*

Jan 2026 - current (until Dec 2026)

Minecraft Dungeons II

Provide experience and expertise within the environment and level art area, produce assets, textures and terrain and set dressing that cohere with the internal visual guidelines. Support with planning and executing of map production.

Toca Boca, Stockholm — *Art Director*

Jan 2024 - June 2025

Toca Boca Days (Mobile)

Driving and managing production for the art and animation team. Nurture a good art production and feedback process. Ensure cohesive art style across teams and disciplines. 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 6

Pre-production art leader. Develops production aware visual targets through look dev. Drive R&D efforts and innovations. Acts as a liaison to technical teams to facilitate development of tools
Supporting the team in production related issues and questions. Creates, delegates and maintains tutorials, best practices. Work closely with craft Leads and Directors to help form a vision.

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

EDUCATION

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

Nov 2013 - Aug 2015

I took courses in modelling, sculpting, vfx, animation as well as creating student projects and games as smaller teams.

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

Aug 2010 - Jun 2013

Bachelor's degree program in Game Design as well as a minor in graphics design. The program consisted of several student game projects and craft specific courses.

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,

tech art and directors. Drive R&D efforts and innovations. Managing and updating documentations. Drive feedback session in-house and external partner artists. Pre-production R&D.

EA DICE, Stockholm — *3D Artist*

May 2018 - Dec 2018

Battlefield V

Create assets, environment and 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)

3D Concept Design. Create modular environments, modelling, 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 assets for outsourcing, Manage feedback for outsourcing. Create assets (sculpting, texturing, tech meshes) for trailers and production. Create briefs

Guerrilla Games, Amsterdam — Environment Intern

Oct 2014 - May 2015

Horizon Zero Dawn

Populate the world with assets. Build environments with provided modular assets.

Tetol Studios, Remote — *Environment Intern*

Jul 2014 - Nov 2014

The Solus Project

Creating modular environments and textures. Creating props and textures. Implementation and shader/material work for the environment.

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

Sept 2013 - Nov 2013

Unannounced Project

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

WORK EXPERIENCE - FREELANCE

how to make fast prototypes and game jam art using 3d.

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

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

HONORS and RECOGNITION

- Beyond Extent online lecture - May 2026
- Gotland Game Conference - Jury 2025
- Futuregames Student Game Project - Jury 2019
- Futuregames Student Game Project - Jury 2018
- Gotland Game Conference - Jury 2018
- Zbrush Summit - Guerrilla Games Game

Infinite Dimension Games, remote — Sculpting Artist

2022 - 2024

Sculpting buildings and assets for 3d printing. Slicing and making them ready for printing. Working with provided concept art and weekly feedback

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

Jan 2017 - Feb 2017

The Solus Project

Creating props, modelling, texturing and implementation.

WORK EXPERIENCE - ACADEMIC WORK

Futuregames, Stockholm — *Intro to Env. Art for Designers*

Okt 2025 - November 2025

3 Week Environment Art Course

Prepping course material, demonstration, assignment as well as presenting, mentoring, and grading the final delivery. The course was a design specialisation.

4 Weeks of Art Mentoring

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.

LANGUAGES

Swedish - native
English - fluent
Japanese - N4/N3 level

Art of the Year Award
- Uppsala University - Alumni of the Year Award 2016
- Gotland Game Conference - Jury 2016

GAME TITLES

- Minecraft Dunegons II (PC, Console)
- Toca Boca Days (Mobile)
- Battlefield 6 (PC, Console)
- Battlefield 2042 + LIVE (PC, Console)
- Battlefield V + LIVE (PC, Console)
- Apex Construct (VR)
- Horizon: Zero Dawn (Playstation)
- The Solus Project (PC)
- Toran (VR)