

KIM AAVA

LEAD 3D ARTIST

CONTACT INFORMATION

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Solna, Sweden

EDUCATION

Futuregames

Higher Vocational Education, 3D
Graphics Stockholm, Sweden. November
2013 - August 2015

Campus Gotland, Uppsala University

Bachelor's degree in Game design
and Graphics
Gotland, Sweden. August 2010 - Jun 2013

HONORS AND RECOGNITIONS

**Futuregames Student Game Project
Jury, 2019**

**Futuregames Student Game Project
Jury, 2018**

**Zbrush Summit - Guerrilla Games Game
Art of the Year Award**

**Uppsala University - Alumni of the Year
Award 2016**

Gotland Game Conference - Jury 2016

LANGUAGE

Swedish - Native
English - Fluent
Japanese - Basics

WORK EXPERIENCE

EA DICE | Lead 3D Artist

January 2019 - Current, Stockholm, Sweden

Battlefield V Live and Battlefield 6

- Manage and lead a team of 10 people in a centralized art department
- Participate and drive meetings, reviews and planning sessions for the immediate team and the wider 3d craft
- Inspire, mentor other artists in best practices, pipeline and workflows as well as soft skills such as planning and time management.
- Work closely with tech art and directors for improving pipelines and workflows across the studio projects
- Drive R&D efforts and innovations for the art craft as well as develop pipeline and workflows
- Work with tech and art directors for delivering environment up to performance and art directions
- Manage in-house libraries and resources
- Managing and updating documentations for internal tools, software and best practices
- Drive feedback session in-house and external partner artists

EA DICE | 3D Artist

May 2018 - December 2018, Stockholm, Sweden

Battlefield V

- Model and texture assets and props
- Create destruction for props and assets
- Import, test, review and create lods and collisions
- Write documentation of inhouse tools and best practices
- Develop pipeline for general 3d asset production workflow for inhouse and outsourcing
- Mentor other junior artists

Fast Travel Games | 3D Artist

March 2017 - March 2018, Stockholm Sweden

Apex Construct (VR Game)

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

Guerrilla Games | Junior Asset Artist

June 2015 - July 2016, Amsterdam, The Netherlands

Horizon: Zero Dawn

- Create briefs and benchmark assets for outsourcing
- Manage feedback for outsourcing
- Create asset from concept art for in game use and trailer work, model, texturing, tech mesh setup
- Import and export asset
- Test, review and create lods and collisions

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ARTICLES AND PODCASTS

[80LV - Realism vs Stylization: Technique Overview](#)

[Apex Construct. Part 1: Stylization in Realism](#)

[Apex Construct. Part 2: VFX, UI and Animation in VR](#)

[All Things Interesting Podcast #26: Kim Aava - Experiences as a 3D Artist in the Game industry!](#)

[Game Dev Discussion - Women In Games](#)

[Game Dev Discussion - Episode 33](#)

SPEAKER

NICHE 2019

*Student lecture, South West College
Dublin, Ireland*

Talk oriented towards student portfolios and how to get started in the industry. And 1-1 portfolio reviews.

LevelUp Rome

*Developer Conference, 2019
Rome, Italy*

Speaker and portfolio reviews. Stylized vs Realism talk version 2.0

Women in Games Breakfast Lecture, 2017

Stockholm, Sweden

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 progression and getting a job in the industry. Followed by portfolio reviews.

Stockholm VR Meetup #14

February 2018, Stockholm, Sweden

Behind the scenes of Apex Construct art style talk. Aimed towards industry devs.

Gotland University Alumni days 2017

Gotland, Sweden

Guest lecturer together with a colleague, aimed to students

WORK EXPERIENCE (CON.)

Guerrilla Games | Environment Intern

October 2014 - May 2015, Amsterdam, The Netherlands

Horizon: Zero Dawn

- Create speedmodels
- Import and export assets
- Populate the world with assets
- Build environment with provided modular assets

Teotl Studios | Environment Intern

July 2014- November 2014, Remote

The Solus Project

- Creating modular environment and textures
- Creating props and textures

Might & Delight | 2D Art intern + Contractor

September 2013 - November 2013, Stockholm, Sweden

Cancelled Project

- UI 2D art rendering
- Handpainted Texturing

FREELANCE WORK

Really Interactive AB | Assets and Environment

January 2017 - February 2017, Stockholm, Sweden

Toran (VR Game)

- Concept and design environments
- Model, texture, implement asset and build environment
- Design, model and texture hero props

ACADEMIC WORK

Futuregames | Course Lecturer

5 weeks 2017/2018, Stockholm, Sweden

- Preparing lectures and assignments
- Live demonstrations of tools and techniques
- Giving feedback on milestone hand-ins
- Feedback sessions in class