AIDI KHALID

Passionate and creative professional looking to break into the IT industry. Have made programs and a website involving Python. Willing to learn any new programming languages. Has over 9 years of working experience.

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Professional Experience

Cinematic Artist
Larian Studios | 2021/6 – 2023/2

一 Create cinematics for Baldur's Gate 3, to tell the story in a visually cohesive and dynamic manner from putting together the works of many teams.
二 Also a part of the cine-feasibility team, which is to help assess if what the writer wants to be seen visually is viable for the cinematics team to execute.

Scenario Writer/Cinematic Supervisor
Metronomik | 2017/12 – 2020/9

一 Worked on No Straight Roads.
二 Co-directed the voice talents and help coordinate with team members to create the cutscenes.
三 Create cinematics and help coordinate with team members to create assets for the cutscenes.
四 Helped write the story including scenarios based on the directors' vision.

Asset Artist
Anima | 2015/10 – 2017/5

一 Mainly involved in Disney's Star Wars Freemaker Adventures.
二 Model and texture 3D models including character, backgrounds, and props.

3D Modeller
Lemon Sky Studios | 2014/6 – 2015/9

一 Mainly involved in Truck Town, a 3D animation series by Nelvana.
二 Model and texture 3D models including character, backgrounds, and props.

3D Modeller
Animasia | 2012/9 – 2013/10

一 Mainly involved in Bola Kampung Extra, a Malaysian 3D animation series.
二 Model and texture 3D models including characters, backgrounds, and props.

3D Artist
Purple Flame | 2010/4 – 2012/8

一 Directed Sunsastera, a short animation which won a national-level creative media competition.
二 Model, rig, texture, and animate 3D models.

Education
Multimedia University, Bachelor of Multimedia (HONS) Software and Animation

Technical Skills
Python, HTML, and CSS.