



# AIDI KHALID

also known as **AIDI G.V.**

I'm a creative with a passion to tell compelling stories. I've had the amazing opportunity to work with Metronomik, creators of Malaysia's top console game, from day one. This experience in the competitive game industry honed my teamwork skills and goal-driven approach.

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## Professional Experience

### Cinematic Artist

Larian Studios | 2021/6 – 2023/2

- 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.
- 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.

### Cinematic Supervisor / Lead Writer

Metronomik | 2017/12 – 2020/9

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

### Asset Artist

Anima | 2015/10 – 2017/5

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

### 3D Modeller

Lemon Sky Studios | 2014/6 – 2015/9

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

### 3D Modeller

Animasia | 2012/9 – 2013/10

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

### 3D Artist

Purple Flame | 2010/4 – 2012/8

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

## Education

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

## Technical Skills

Maya, 3ds Max, Unreal, Cinema 4D, Premier, After Effects, Photoshop, Audition.

## Other Interests

Learning Japanese.