

Aharonit Elior

Senior Game Animator

Shipped Titles

League of Legends Skins (2022-24)

The Foglands (2023)

Oxenfree II: Lost Signal (2022)

Kena: Bridge of Spirits (2021)

Next Stop Nowhere (2020)

After Party (2019)

Skills

Gameplay Animation

Cinematic Animation

Animation integration

Outsource Management

Previz/prototyping

Pipeline improvements

Documentation & asset tracking

Prop Rigging

Bug reporting and fixing

Maya

Unity

Unreal

Education

Anim School 2017-2019

Character Animation Track

Chapman University 2013-2017

BFA Digital Arts, Emph. Animation

Contact

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Netflix Games (Contracted Through Magnit)

Sr Animator -> Sr Tech Animator Jan 2025 - Present

- Overseeing rigging and animation outsourcers from multiple studios - prepare, hand off, and track assignments, give technical and creative feedback, manage deliveries.
- Integrating animation for gameplay and cutscenes
- Collaborating with Engineering to improve animation pipeline and tooling
- Coordinating with Production, AD, Design, and Narrative to audit animation needs and requirements
- Animate characters, creatures, and cameras

Riot Games

Animator II Dec 2022 - Oct 2024

- Created animations for "Legendary tier" and above skins for "League of Legends"
- Integrated, tested, and iterated on assets in engine.
- Contributed and addressed notes in regular Animation Review sessions with animators across projects
- Contributed ideas and raised scope concerns during whole-team brainstorming sessions.

Well Told Entertainment

Animator -> Sr. Animator Mar 2019 - Nov 2022

- Animated characters and creatures for gameplay and cinematic cutscenes
- Collaborated across departments to set up and maintain animation systems in engine
- Oversaw contract animators

Ember Lab

Contract Animator May 2018 - Feb 2019