

Aharonit Elior

Lead Video Game Animator

Skills: Cinematic and gameplay animation, integration, outsourcing management, previs/prototyping, documentation and asset tracking, prop rigging, bug reporting and fixing, mocap clean up, Maya, Unity, Unreal

Shipped Games

Unhinged (2026) ● 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)

Experience

Netflix Games - Night School Studios

Senior Animator (Contract) → Lead Animator (Full Time), Jan 2025 - Aug 2026

- Establishing an **animation style** aimed at elevating the project's visual fidelity and player experience while working within time and resourcing constraints
- **Managing outsourcers** including creating briefs, reviewing work for craft quality and technical needs, and integrating delivered assets into the game
- Spearheading animation **pipeline improvements** and investigating new tech and workflows as the studio shifts **from Unity to Unreal**
- Maintaining constant **communication and collaboration** with Production, Design, Engineering, and Audio
- In-engine troubleshooting and bug fixing for anything character or animation related
- Representing animation needs throughout the **character creation process** from concept to rigging
- **Creating animations** when needed to help with problem solving, cinematic previz, proof of concepts, and quality bar definition. This includes cameras, first person, third person, creatures, props, etc.
- Involved in organization and direction for various types of **mocap shoots**.
- Maintaining **documentation** and tracking sheets for ever-shifting projects and workflows
- Taking initiative to suggest more **holistic visual and pacing notes** as a game developer, not just an animator

Riot Games

Animator II, Dec 2022 - Oct 2024

- Created gameplay, emote, and set piece animations for 14+ League of Legends skins
- Integrated, tested, and iterated on animations in Riot's proprietary engine
- Contributed and addressed notes in review sessions with animators across projects
- Contributed ideas, and raised scope concerns during cross-discipline brainstorming sessions
- Addressed bugs and player feedback after skin releases

Well Told Entertainment

Animator → Senior Animator, Mar 2019 - Nov 2022

- Created a wide variety of animations including gameplay, cinematic, and creature for narrative, mobile, first person, and VR projects.
- Contributed to the development of the animation pipeline from the studio's early days through shipped titles
- Shifted Animation pipeline from Unity to Unreal
- Contributed to playtesting, bug reporting, and bug fixing from early development through post-launch

- Oversaw contract animators
- Maintained strong working relationships with client studios while operating as outsourcers

Early Career 2017 - 2019

Ember Lab, Contract Animator - Kena Bridge of Spirits, Hisense marketing assets, physical therapy guide videos

Ingenuity Studios, Contract Animator - Music videos, TV shows

Moving Colour, Contract Animator - 2d commercial assets in ToonBoom

Dreamworks TV, Development Intern - Selected through the Television Academy Internship Program

Education

AnimSchool 2017-2019 - Character Animation Track Certificate

Chapman University 2013-2017 - BFA Digital Arts, Emph. Animation

Contact Info

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