

Rotem Ninyo

3D Gameplay Animator

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PROFILE

I'm a 3D Gameplay Animator with a passion for making characters feel alive, responsive, and fun to control. I focus on clear, expressive animation that enhances gameplay and adds personality to every movement. Alongside animation, I also work with rigging to support character functionality and flexibility in-game.

WORK EXPERIENCE

3D Gameplay Animator

02/2026 – 06/2026

Believer Entertainment 📁

- Created combat and movement animations for gameplay.
- Animated attacks, reactions, and character actions.
- Adjusted timing based on how the animations felt in-game.
- Worked with the team to make the animations fit the gameplay.

3D Gameplay Animator and Rigger

10/2025 – Present

Double Dusk 📁

- Creating smooth and impactful gameplay animations for both 3rd and 1st-person views, making sure the character movement feels fun and natural for the player.
- Helping the team prepare characters for animation by working on the rigs and cleaning up the skinning.
- Bringing character personalities to life through the way they move, coming up with animation ideas that match their unique story and attitude.

3D Gameplay Animator

01/2024 – 10/2025

Legion Studio 📁

- Working as a gameplay animator on Covenant, a first-person action-adventure RPG set in a dark fantasy world.
- Animated bosses, enemies, and the third-person character.
- Assisted with integration and implementation in Unreal Engine 5.
- Contributed ideas for combat design and character personalities.

3D Gameplay Animator and Rigger

04/2025 – 06/2025

Cult of the North 📁

- Created animation and rigging for two unique characters, optimized for a top-down gameplay perspective
- Produced additional animation work for a third character, maintaining consistency with the game's visual style

3D Gameplay Animator

09/2023 – 03/2024

Weird Beluga Studio 📁

Worked on an a game called Duskfade

- Took charge of bringing the main character to life through animations, making sure the gameplay was a smooth and engaging experience.
- Collaborated with design and engineering teams to ensure seamless integration of animations into the game environment.
- Assisted in resolving technical glitches during implementation, ensuring a seamless integration of animations into an interactive experience.

SOFTWARE

Autodesk Maya

Unreal Engine 5

Unity Engine

LANGUAGES

Hebrew
Native

English
Fluent