1. What motivates you as an engineer?

- I am motivated by the constant evolution of technology and the opportunity to create innovative solutions. I enjoy solving complex problems and pushing myself to develop new skills by working on challenging projects, particularly in game development.

2. What de-motivates you as an engineer?

- I am demotivated when I see a lack of motivation within a team or project. Additionally, working on tasks that do not contribute to the growth and development of my skills can be disheartening. Lastly, I would also be demotivated while working constantly using crunch (working until late consecutively), as this shows that something needs to be changed inside the game development workflow.

3. Describe a time when you demonstrated technical leadership to help your team accomplish a difficult objective.

- During my time as a freelancer, I led the development of an interactive wall for Monica Park. I helped my team implement innovative solutions such as artificial intelligence for image recognition and video mapping. My technical guidance and expertise were essential in bringing this ambitious project to life, resulting in an engaging and successful immersive experience for users.

4. Describe a time when you demonstrated people leadership or mentorship to help your team accomplish an objective.

- While working as a Senior Unity Developer at Prologue AI, I supervised a junior dev and provided guidance/support to help him gain practical experience and knowledge. In order to finish the game development and also contribute with the junior's growth, I constantly swapped his tasks(followed with guidance) so he could adapt to more than one task while also contributing to the project.

5. In your opinion, what's the biggest risk to the success of a mobile game? What steps do you feel could be taken to mitigate that risk?

- The biggest risk to the success of a mobile game is failing to stand out among the millions of games available. There is no easy or definitive answer to mitigate this risk, but to start, we should always focus on crafting an engaging experience, supported by strong visual design, intriguing gameplay mechanics.

6. Can you explain your ideal process for game development?

My ideal game development process includes:
- Pre-production: Conceptualizing the game idea, defining gameplay mechanics, and creating a design document.
- Production: Building prototypes, iterating based on feedback, and refining the design.
- Asset creation: Developing characters, environments, sound, and other required assets.
- Implementation: Combining all assets, implementing UI, and creating a cohesive and polished game.
- Testing: QA testing, debugging, and refining the gameplay.
- Analytics integration: implement analytics calls in all of the important areas of the game for further feedback gathering.

- Launching: Releasing the game on the desired platform(s), and implementing post-launch updates and support as needed.