

Possible Q & A During an Interview

1. What are responsibilities and tasks for this job and would you be a dream candidate for this position?

Work in a team to meet project milestones. Work with design teams to tune and enhance game dynamics. My task is to write a code (in C++) for game components (would it be an AI or UI or something else) to be incorporated into a large game project.

gameplay programmer focuses more on a game's strategy, implementation of the game's mechanics and logic, and the "feel" of a game.

may implement strategy tables, tweak input code, or adjust other factors that alter the game.

Write a C++ code which is to be incorporated into a component of a bigger program. I am responsible to produce a solid, clean, maintainable, efficient code. Ensure that the code meets functional and performance requirements.

My goal are definite, I have a strong will to be a game developer, I want to make games

2. Describe your strategy for the first 90 days.

Get to know the people and the environment in my department, learn to use the tools and start creating code. Organize meetings with supervisors weekly or every second week.

3. What is your greatest failure and what did you learn from it?

Failing at entering to the University, passing the math exam perfectly and performing not so well at the physics exam. I have learned to be prepared well beforehand. After the failure I working (as a cook) from 7am till 3-4 pm and staying after the work in the kitchen, doing homework and then going to the University around 6pm to the pre-study courses (math, physics, literature);

4. If you were a superhero, who would you be? Let's see... I like math and who is good at math?

I would like to be someone like Tony Stark, whose math is always correct, he is genius, great at physics and mechanics, not counting mathematics. It doesn't hurt being a genius. Kind of Iron Man