Interview => be excited, communicative and energetic

Can you do the job?

Can I work with you?

Are you going to improve?

**Prepare 2-4 personal stories demonstrating 4 traits (4 hero qualities):**

1. Technical

2. Success

3. Leadership

4. Challenge

* Use these hero stories as your base when interviewing at any company.

1. **2D Game Project (Technical + Success + Challenge)**

2nd semester => 2D Game project (playable + stunning UI, animation) - 3 months due (from planning, development to production)

Collaborate with a Canadian team (8 people),

I am responsible for building game mechanics and physics requiring advanced knowledge, BUT my coding skill is at foundational level since academic study in college from the first-year focus heavily on expertise/ technical knowledge.

Learn advanced coding + agile project management while building the project by doing research + learning from my professional friend’s experience + building most of the technical parts with a professional teammate working for Microsoft. At last, I get it done

* **technical skill + challenge**

Three weeks before the deadline, my game producer, game designer, and 2 other general programmers had quit/ abandon the project because it was tough and they did not have time spend on learning advanced coding.

3 people left with overwhelming workload => make the thoughtful decisions to consider re-allocating time + people appropriately before the deadline => just complete the basic functionalities of the game and have to cut down all of the advanced features

* **Small success -** Eventually, get it done => game is playable with basic and good-looking UI and functionalities (moving, jumping, shooting, spawning enemies, obstacles, animation,)
* 1st professional lesson => never quit when starting doing a project => consistent, collaborative, and willing to learn from difficulties on the job

1. **Netflix (technical + success + challenge)**

Technical + challenge:

Build complete backend:

* Structure movie APIs, and users model,
* authentication, authorization (most difficult part)

Why us?

Work hard + play hard + learn hard

After Dark culture, companies’ goal

**Secret weapon (Pre-acknowledgement about the job as a developer) => Prove that you are not a typical developer by avoiding these common pitfalls**

1. **Simplicity over complexity**

* Code and problem solving is about solving problems for others. And as we know, code has to be maintainable, readable. working in a team means making sure that the code is readable and maintainable

1. **Premature optimization is the root of all evil**

* Understands the value of time and resources and money and how you're able to work on things that matter, such as performance, which is a big one without getting too obsessed with it.

1. **Overall goal. not myopic**

* Very narrowly focused on one thing, start to ignore other important factors. Instead, prioritizing the utmost importance to meet the customers' needs (time, budget, etc.). Try to understand the project’s needs/ goals

1. **No complaining about client/ code/ etc**

* Don’t be complaining and negative to co-workers/ clients/ boss. Instead, giving constructive feedbacks on how to solve or improve something

1. **No ego**

* Practice the habit of getting constructive feedbacks and criticisms and use it as new improvement