**SELF-INTRODUCTION:**

1. **Greetings. Name. General information. Educational background.**

*Hello, my name is Alexander. I am a Unity-Developer with 3 years (of) experience. I graduated from university as a software engineer. I have been working on diverse projects and with different technologies. I have work experience with already started projects as well as projects from scratch*

**2. Technology!** It is highly recommended to start with a brief comment why you have chosen a particular technology.

*I have chosen Unity cause it’s very challenging for me to solve different logical tasks, create and implement new mechanics and then see it on the screen with your own eyes. In my opinion It can be really inspiring.*

**3. Example Projects (scope, responsibility).** It is advisable to speak about the project ( projects) that you are most confident about.

* essence of the project
* stack
* methodology
* team

*The last project at which I worked was an open world game with such mechanics as shooting, fighting enemies, placing graffiti. We developed it in a team of 6 people.We used an asset called Invector for main mechanics, Dotween for different UI animations, Firebase for authorisation via social networks. It was an already started project so we were trying to save code principles and style of this project and bring some new decisions for this base at the same time. At the beginning It was hard to cope with social networks cause it was an aspect from сardinally new sphere for our team but we successfully overcame and implemented this feature. In general it was really interesting to take part in the development of this project.*

*As well I would like to mention one more project which was a side view casual game with an archer who is supposed to hit the targets behind the obstacles. We made it from scratch and took part in some level design aspects like making levels for example. Among interesting mechanics I can pick out split, portal and homing arrows. Also we were responsible for implementing and optimizing diverse interactive UI components that were connected to the player. We faced some difficulties with the connection of animations and bow configuration but we managed and made a successful beta version.*

**4. Your upgrade for the future.** What skills are you improving at the moment? What technologies would you like to get to know/ to work with?

*In the future I would like to learn more about technical aspects of animations and learn how to make shaders with shader graph. At the moment I am improving my skills in the UI and network spheres.*

**5. Your personality. (Traits, work-life balance, what motivates you).**

*Finally I can say that I am a hardworking and responsible person. I am interested in learning something new and solving different problems. But at the same time I try to keep a work-life balance: I play the guitar, do sports, make new acquaintances and so on.*

**FAQ**

1. Do you have some experience in ……?
2. How could you improve our team?
3. Do you using Testing in FE&BE ( Have you worked before with testing in FE?)
4. What was your last project?
5. How long was this project?
6. Was it a foreign company?
7. What’s your technical background?
8. What's your favorite technology?
9. What difficulties have you faced on your projects?
10. Which project was the most difficult?
11. If you wanted to create an application today, which architecture would you choose? Why did you choose this one?
12. What databases have you worked with? With what others? What did you use them for? why?
13. Describe your best (favorite) project. Describe the ideal of the project you would like to work on.
14. In what direction would you like to develop now? What would you like to study and learn?
15. What are you studying now? Why are you interested in this?
16. Have you been to America? Have you had any American projects? How did you communicate with clients: texted, called up? If the client tells you that this task needs to be done tomorrow, and you understand that this is impossible, what will you say to the client?
17. The business application you worked on - what does the customer do, what kind of problems does the application solve?
18. Have you studied our project/application/platform? Would you be interested in working on this project? Have you worked on a project in a similar domain?
19. What goes before: investigation or solution?
20. The methodologies (waterfall, scrum, kanban) you worked with.
21. How do you upgrade your skills?
22. Your weaknesses and strengths.
23. Have you ever worked with legacy code?
24. Do you have the experience starting a project from scratch?
25. Can you describe your code? Which patterns do you use?
26. Management or development?
27. Did you have experience in pair programming? Did you divide tasks with other developers?
28. Amazon or Google?
29. If you have two similar tasks, how will you prioritize doing them?
30. Can you describe one of your greatest achievements?
31. What is your attitude to overtiming?
32. How can you estimate yourself in … from 0 to 10?
33. Have you dealt with code review?
34. How would you increase (improve) the quality of code?

**Recommendations:**

**Before the interview: check whether the CV matches with LinkedIn experience!!!**

**Important - please test your audio, video before the meeting. Also please check whether the interview link is working.**1. Do not interrupt the interviewer.

**2.** **Small talk**. Keep the conversation going. If you are asked: *How are you doing? or about your day*, ask back showing your interest.

**3**. The story should be smooth and logical, but not learnt by heart (**in case it is,** it shouldn’t be noticeable).

**4.** The camera should be on.

5. **Smile!** A smile is the first part of one's non-verbal communication. It helps break the ice between two people and helps further communication. A genuine smile can communicate pleasant emotions such as happiness, acceptance, and appreciation.

**5.** You should look directly at the monitor, it is not recommended to look beyond the monitor, it is also advisable to remove all distracting objects from the viewing area.

**6**. It is highly recommended to adapt to the interviewer - if the interviewer speaks calmly and laconically, do your best to conduct the conversation in the same manner, take your time and answer as accurately as possible. If the interviewer talks quickly and uses a lot of words - try to give answers as quickly, energetically and succinctly as possible, express your thoughts aloud.

**7**. If the question is tricky for you or not understandable and you can't answer straight away - ask whether it is possible to paraphrase the question, which will give you some time to think and to make sure that you have got it correctly.

**8.** Without hesitations - pauses should last no more than 5-6 seconds. If you can't give an answer on the spot, think out loud, clarify the details, start voicing your logic and approach to the solution, **do something**, but there should be no silence.

**9**. You must know your **CV!** Be careful with years of experience, chronology of your projects and be ready to answer any questions in terms of your CV.

**10**. Prepare the list of your questions that you would like to ask the interviewer.

**NB: An interview is a dialogue between a customer and you, therefore do not hesitate to comment, ask, interrupt( in a polite way) , clarify, inquire about what you are concerned.** *The following phrases will help you to do it in a more natural way*:

## Stating an opinion

* In my opinion...
* The way I see it...
* If you want my honest opinion....
* According to...
* As far as I'm concerned...
* If you ask me…
* As I see it…..
* As for me….
* My best guess is……

**Interruptions**

* Can I add something here?
* Is it okay if I jump in for a second?
* If I might add something...
* Sorry to interrupt, but...
* **(after accidentally interrupting someone)** Sorry, go ahead. **OR** Sorry, you were saying…

**Asking for clarification**

* Come again, please? / Sorry, I didn’t catch that / Could you say that again, please?
* Could you say it in another way?
* Can you clarify that for me?
* Could you rephrase that?
* When you say…, do you mean…?
* Could you be more specific?
* Can you give me an example?
* *Could you please slow down a little bit?*

**Confirm understanding**

* Let me see if I understood you correctly.
* I got it. Thank you!
* Ah, I see. Thanks for clarifying.
* Now I understand. Thanks a lot.

**To sum up what you have said**

* To sum up
* To conclude
* To put it in a nutshell( Briefly speaking)
* To summarize,
* Overall, it may be said…Finally,
* On a final note,
* To finish with,
* As a matter of fact,
* Last but not least,

**You don’t know how to answer the question:**

* Thank you for the question. I need some time to think it over.
* Really interesting question.
* Let me think…..
* Here as well you can ask for clarification to take some time for thinking( to come up with the idea how to answer the question)
* It’s hard to say off the top of my head / Off the top of my head, I would say that… — *when you struggle to give an immediate answer.*