

General Questions:

1. How do you define good UI/UX design?

User-Centered
Clear and Intuitive
Aesthetically Pleasing
Responsive and Adaptive

2. Can you walk us through your design process from idea conception to final delivery?
3. How do you keep updated with the latest design trends and technologies?

Portfolio and Past Experience:

4. Can you walk us through your favorite project in your portfolio?
5. Describe a project where you had to work closely with developers. How did you ensure smooth collaboration?
6. Talk about a project where things didn't go as planned. How did you handle the situation and what did you learn from it?

Technical and Tools:

7. What tools do you primarily use for designing and why?
8. How do you handle handoff between design and development?
9. Are you familiar with designing for accessibility? How do you ensure your designs cater to everyone, including those with disabilities?

User-Centered Design:

10. How do you prioritize features or design elements for a new product or website?
11. How do you handle user feedback, especially when it conflicts with your original design or the product owner's vision?
12. Describe a time when you had to convince a stakeholder to go with your user-centered design decision.

Collaborative Scenarios:

13. How do you handle disagreements or different opinions within the design team or with other departments?
14. How do you onboard and work with junior designers or interns?

Scenario-Based:

15. Imagine our website/app has high bounce rates. How would you approach diagnosing the problem and suggesting improvements?
16. If you had to redesign an ATM for children, how would you approach it?

Soft Skills:

17. How do you handle tight deadlines or multiple projects with overlapping timelines?
18. How do you deal with constructive criticism?
19. What's your method for staying motivated and creative during long projects?

Growth and Learning:

20. How do you stay inspired in your role and continue learning?
21. Where do you see the future of UI/UX design heading in the next five years?

Company Fit:

22. What attracted you to our company and this particular role?
23. How would you ensure that the design aligns with our brand values and aesthetics?

Final Thoughts:

24. How do you measure the success of your designs?
25. Is there any skill or area you're currently trying to improve or learn more about in the realm of UI/UX?

