Vineet Kumar | + Follow

AR/VR Consultant / Tech Lead / Designer /
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I often get mails from people asking me "How do i start career in gaming" and many Unity Dev ask for "Interview Questions" . In this post i'll be sharing the most basic questions usually asked by me and other Interviewers .

So what you thing first criteria should be ?  To be a gamer at least , i think.  Even if you are not a gamer  , try to play games  and you will see the

First thing to remember is that No Interviewer directly jumps to Unity Questions , specially when you have an experience of **0-2 years** .

First thing the Interviewer is going to ask you is about your Games and he/she will be asking you about the things related to your game . So please don't even try to  mention the game that you didn't develop.

**General Questions :**

1. Do you play games ? If yes , then name your favorite ones.

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2. He/She will ask you something related to your favorite games.

**Technical Questions :**

Basic questions on OOPS concepts .

**Unity Questions :**

1. Let's say I gave you a game  which is lagging(poor performance), how will you find the bottleneck ?

2. How to find inactive gameobjects from script ?

3. What is the use of AssetBundle ?

4.What is batching ?

5. Can i change the script execution order ?

6.  What are Coroutines ? Does it run on different Thread ?

 **For the Full Article check this**  http://www.unityrealm.com/unity-interview-questions-part-1/

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This is not it , I will cover question on Vectors , Physics and more advanced Unity questions in next post.

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Very Good Article. I would like to meet you and learn more from you Vineet Sir     ...see more

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