

3D Artist - Pre-Screening Interview

Hi, is this Alex?

Yes, speaking.

Hi Alex, this is Emma from Nova Visuals. We're conducting quick screening interviews for our open 3D Artist position.

Yes, it is.

To start, could you tell me what kind of 3D projects you enjoy the most?

I really enjoy working on stylized assets for games - characters, props, and environmental storytelling elements are my favorites.

Do you have more experience with character modeling or environment art?

I have experience with both, but I've focused more on props and environmental pieces lately, especially for mobile games.

How comfortable are you with sculpting and baking high-resolution assets?

Very comfortable. I use ZBrush for sculpting and then bake maps using Substance Painter and 3ds Max.

Have you worked in a pipeline with other artists, animators, or technical teams?

Yes, collaboration has been a big part of my work. I'm used to syncing with animators and developers to ensure compatibility.

Are you used to receiving art direction and meeting visual targets?

Yes, following art direction and style guides is standard for me. I also contribute ideas to match the vision.

Would you be open to a short art test if selected for the next stage?

Of course. I'd be happy to complete an art test.

What kind of schedule or working hours are you looking for?

I'm open to full-time or contract work, and I can work flexible hours if needed.

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Thanks, Alex. We'll reach out soon with more details if you're selected.

Thank you, I appreciate the call.