

3D Artist - Pre-Screening Interview

Can you describe how you prioritize tasks when working on multiple 3D assets?

I usually evaluate deadlines, asset complexity, and dependencies. I break work into stages and adjust priorities based on project needs.

Have you worked with trim sheets or texture atlases to optimize materials?

Yes, I've created and reused trim sheets for multiple props, which helped reduce draw calls and unify style.

How do you ensure visual consistency when working in a larger team of artists?

I regularly compare with existing assets, follow style guides closely, and request feedback early to avoid misalignment.

What types of visual bugs or technical issues have you encountered in your models?

I've dealt with flipped normals, bad UV seams, overlapping geometry, and broken shading from poor smoothing groups.

Do you have experience creating assets for both first-person and third-person games?

Yes, and I adjust detail levels and proportions accordingly - first-person needs more detail and tighter UVs.

How do you stay up to date with tools or trends in 3D production?

I follow ArtStation, watch GDC talks, read dev blogs, and test new workflows in personal projects.

Are you comfortable working with placeholder assets or greybox environments?

Yes, I've done that in early-stage projects. I make sure my assets snap correctly and scale to metrics.

Do you prefer creating stylized or realistic assets?

Stylized is my strong suit, but I also enjoy the precision and texture work required in realistic modeling.