

3D Artist - Technical Interview

Hi Alex, thanks for joining. This is the technical stage of the interview where we'd like to hear how you handle the production side of 3D work. Shall we start?

Yes, let's go ahead.

Tell me about the last asset you created that you're particularly proud of. What made it stand out?

It was a hand-painted stylized weapon for a mobile RPG. I focused on silhouettes and color contrast to make it pop, and it was featured on the store preview.

What techniques do you use to maintain consistency across a set of assets, like a prop pack or modular environment?

I use a shared trim sheet or texture atlas, align scale and proportions, and follow naming conventions and scene organization standards.

What do you typically include in a game-ready asset handoff package?

I include the low-poly model, baked maps, final textures, a preview render, import settings, and documentation on intended use.

How do you handle normal map baking errors like skewing or seams?

I adjust cage settings, fix UVs, rebake with different ray distances, or use painting tools to clean up seams manually.

Describe a time when you had to quickly learn a new tool or technique to deliver on a project.

I had to learn Substance Designer in a week to generate procedural ground textures for a prototype. I watched tutorials and built a library of nodes.

Have you ever worked on a VR or AR project? What were the unique challenges?

Yes, I worked on an AR furniture viewer. Challenges included keeping polycount and draw calls extremely low while still achieving realistic textures.

What's your process for testing assets in engine before delivery?

I place them in a test scene, check lighting, pivot points, collisions, and material setups. I also test

LODs and monitor frame rate impact.

Do you ever build tools or scripts to support your workflow?

Yes, I've built batch exporters and tools for naming and organizing texture sets to reduce repetitive tasks.

Thanks, Alex. That's all from our side. We'll review this interview and get back to you soon.

Thank you. I look forward to hearing from you.