

3D Artist - Technical Interview

Hi Alex, welcome to the final stage of our interview process. This is more of a conversation to understand how you work with people and handle challenges. Shall we begin?

Yes, sounds good.

Tell me about a time you had to handle a disagreement or creative conflict with a teammate. What happened and how did you resolve it?

On one project, a teammate and I had different ideas for the look of a prop. I proposed a few visual references and mockups, and we brought in the art director to give final feedback. It turned into a great collaboration in the end.

Can you share a moment when you had to meet a tight deadline or work under pressure?

During a live event update for a mobile game, we had to finalize a full asset pack in under 10 days. I prioritized tasks, simplified designs without losing quality, and stayed in sync with the team. We delivered everything on time.

Describe a situation where you received critical feedback. How did you react?

Early in my career, a lead pointed out that I wasn't following the project's style guide strictly. I thanked them, reviewed the guide in detail, and adjusted my workflow. It improved my consistency and helped the team overall.

Give an example of when you took initiative on a project.

I noticed the team lacked standardized naming for files and folders. I created a guide, got approval from the lead, and shared it. It reduced confusion and made collaboration smoother.

Have you ever supported or mentored another artist?

Yes, I mentored a junior artist during a mobile game project - helped with feedback on topology and texture setup. It was rewarding to see their improvement and confidence grow.

What motivates you the most in a creative role like this?

Seeing my work come to life in a game and knowing it adds to the player's experience. I'm also

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driven by solving problems creatively and improving with each project.

How do you handle routine or repetitive tasks that aren't very creative?

I stay focused by breaking tasks into chunks and setting small goals. If possible, I find ways to automate parts of the process or propose improvements.

Thanks, Alex. That's all I have for now. We'll follow up soon with our final decision.

Thank you. I really enjoyed the interviews and learning more about your team.