

## 3D Artist - Technical Interview

Hi Alex, glad to have you back. Today's goal is to get a deeper sense of your technical strengths as a 3D Artist. Ready to go?

Yes, I'm ready.

Can you describe a project where you had to balance visual fidelity with real-time performance?

Yes, I worked on a stylized game where I had to reduce polycount drastically. I used aggressive LODs and modular kits to keep draw calls low, and baked complex details into textures.

How do you approach UV unwrapping for efficient texturing?

I prioritize clean UV islands with minimal distortion, align UVs for tiling when needed, and ensure padding to avoid bleeding. I use texel density tools to keep resolution consistent.

Have you worked with shaders or materials in-game engines? What's your level of comfort?

I'm confident with basic material setup in Unity and Unreal. I can create layered materials, set up PBR textures, and tweak shaders for stylized or realistic results.

What steps do you take when preparing assets for animation or rigging?

I keep topology clean, avoid ngons, ensure symmetrical edge loops for deformation, and set proper pivot points. I also test skinning on base rigs when needed.

Can you give an example of a problem you solved using technical skills, not just artistic ones?

Once I created a script to batch bake and export assets with naming conventions, saving the team hours of manual work.

Do you have experience with baking lighting or using light probes?

Yes, I've baked lighting for static scenes in Unreal and used light probes and reflection captures for dynamic elements.

Have you ever collaborated with a technical artist or programmer to fix an asset issue?

Yes. On a mobile game, a shader caused artifacts. I worked with the tech artist to identify UV precision issues and switch to a more stable shader model.

How do you stay current with trends or changes in 3D workflows?

I follow industry blogs, ArtStation posts, watch GDC talks, and experiment with new tools in side projects.

Thanks again, Alex. This was a great deep dive. We'll get back to you shortly after reviewing all feedback.

Thank you. I really enjoyed the conversation.