

3D Artist - Pre-Screening Interview

Hi, is this Alex?

Yes, speaking.

Hi Alex, this is Sarah from PixelForge Studios. I'm calling for a quick screening chat about the 3D Artist role.

Yes, of course.

Can you briefly tell me about your 3D art background?

Sure. I have over 15 years of experience in 3D art, working in game production, simulations, and architectural visualization. I've worked with teams in several countries.

What types of assets have you created most recently?

In my most recent role, I sourced references, developed asset concepts using AI, and modeled detailed props like weapons using tools such as ZBrush and Substance Painter.

Have you worked with real-time engines like Unity or Unreal?

Yes, I've integrated assets into both Unity and Unreal Engine, focusing on performance and visual consistency.

Do you have experience collaborating with teams or mentoring others?

Yes. I've collaborated closely with art and animation teams and mentored junior artists on mobile optimization.

Are you comfortable taking feedback and adjusting assets accordingly?

Absolutely. I value feedback as a key part of improving asset quality and ensuring it aligns with the vision.

When would you be available to start?

I can be available with a short notice period depending on project timelines.

Thank you, Alex. We'll be reviewing your profile and will be in touch.

Thank you. I look forward to hearing back.