

3D Artist - Pre-Screening Interview

Hi, is this Alex?

Yes, speaking.

Hi Alex, this is Lisa from Vertex Interactive. I'm reaching out about the 3D Artist position you applied for. Do you have a few minutes for a quick call?

Yes, I do.

Can you tell me what drew you to apply for this role?

I was really interested in the opportunity to work on interactive experiences and to collaborate with a creative team. The job description closely matches my background and interests.

What are your strongest 3D tools, and what do you use them for most often?

I work most frequently with 3ds Max, ZBrush, and Substance Painter. I use them for modeling, sculpting, and texturing game-ready assets.

Have you ever worked remotely with an international team?

Yes, I've collaborated with international teams on several projects, especially during my time in game production.

Are you familiar with optimizing assets for performance in game engines?

Absolutely. I've developed workflows for retopology, UV mapping, and texture baking to meet both artistic and performance standards.

Do you have experience working under tight deadlines or with agile teams?

Yes, I'm comfortable in fast-paced environments and have worked under tight sprints, especially when supporting live game updates.

Would you need relocation or visa support?

No, I'm currently eligible to work and reside locally.

When would you be available to start?

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I'm flexible - I can start as soon as needed.

Thanks, Alex. We'll review your application and follow up shortly.

Thank you for the opportunity. I look forward to your feedback.