3D Artist - Pre-Screening Interview

Hi, is this Alex?

Yes, speaking.

Hi Alex, this is Nathan from Horizon Pixels. I'm calling to do a short pre-screening for the 3D Artist position.

Yes, sure.

Can you walk me through your typical workflow when creating a 3D asset?

Certainly. I start with gathering references, then block out the model in 3ds Max. I move on to sculpting in ZBrush if needed, UV unwrapping, and texturing in Substance Painter.

Which types of 3D assets do you feel most confident creating?

I'm very comfortable with props and environmental assets, especially those meant for stylized games or mobile platforms.

What's your experience with game engines like Unreal or Unity?

I've worked with both. I've imported and optimized assets, handled lightmaps, collisions, and adjusted materials directly in-engine.

How do you handle feedback or revisions during a project?

I see feedback as essential. I usually ask clarifying questions and make sure updates align with the project vision and technical limits.

Do you have any experience with version control tools, like Git or Perforce?

Yes, I've used Perforce on past projects for team-based asset management.

Are you legally authorized to work in this country?

Yes, I am.

Do you prefer remote or on-site roles, or are you flexible?

I'm flexible. I've worked both remotely and on-site.

Thanks for your time, Alex. We'll be in touch with next steps shortly.

Thank you. I'm looking forward to it.