

# Interview Brief

This interview is a part of the redesign of our capstone unit at Deakin University, which puts final year tech students in multi-disciplinary teams (Comp Sci, Software Eng, Cloud Computing, IT, Cyber Sec, etc) to execute and deliver industry client projects as a prerequisite to graduate.

To support their transition from university student to workforce professional, we have been filming interviews with various IT professionals to:

- 1) debunk myths about their disciplines,
- 2) offer advice on project delivery, and
- 3) voice what new professionals need to embrace to succeed.

These interviews are casual in nature and will be heavily edited to produce short, medium and long form content. Some questions are intentionally vague and worded with tongue in cheek to trigger and elicit impassioned responses. We may not ask all these questions and may deviate from this list when you raise interesting points to explore in greater depth. If you think of good questions that you would have liked to have asked as a graduate, please feel free to send them to [leonard.hoon@deakin.edu.au](mailto:leonard.hoon@deakin.edu.au).

The videos will be heavily edited to be released in three formats:

- 1) Question and/or discipline based: The questions are largely the same across all interviews, so we'll be consolidating every participant's answers to present 5 to 7 minute videos that consolidate answers per question or topic.
- 2) Participant based: This will be the 'About You' video where we give the viewer a look into your background. We will also release longer form answers to some of the questions.
- 3) Uncut: Depending on response to the videos, we ***might*** release censored, uncut footage of the entire interview for students to consume.

Filming typically takes **between 60 to 90 minutes**, depending on how elaborate the responses to the questions are. Thank you for taking the time to participate in this.

Kind Regards,  
Leonard Hoon

## About you

- Introduce yourself: name, position, company and what did you study
- What do you do
- How long have you been a <role>
- How did you become a <role>/get into this discipline?

## About your role

- Let's debunk the myths of this role:
  - What people think you do?
  - What you actually do... walk us through your average day with your favourite and least favourite tasks?
- What is the most rewarding aspect/gives you a sense of meaning of your job?
- What happens when you drop the ball?
- Teach me something about <role>/<discipline>.
- What have been the most valuable skills you've had to develop to do well in your role?
  - How did you know you needed to develop them?
- (Optional) Did you migrate countries while remaining in your discipline? Why and how?
- (Optional) Did you migrate careers? Why and how?
- Did you think this was where you would end up?
- What traits make a good <role>?
- How would you project the trajectory of a multi-year career in <role>/<discipline> for someone embarking on it now?

## Future of the role

- If you could go back in time to when you first graduated, in one sentence, what advice would you give yourself?
  - How are you following that now?
- How quickly do things change in your role?
- How important is it for you to stay abreast of new developments, technologies and tools?
- What would the responsibilities of this role evolve in 5-10 years?
- Strategies to adapt and stay relevant?
- What is your secret to success?
- How does IT impact your life and the way you do your job?
- How have the roles/responsibilities of the people around you changed?

## Your role in projects

- What do the responsibilities of this <role> entail in delivering a project?
- Do all projects succeed?
- What are the major risks and priorities of project in <role>
- What do your successful projects have in common?
- How important is it to play nice with your team?
- Have team dynamics been an issue?
- Do you have advice to improve/refine team dynamics?
- Soft skills are often advocated to be critical. What soft skills enable you to do your job and how do you develop/refine these skills?
- What does “testing” mean to you?

## Hiring graduates for your role

- What do you look for in a graduate interview candidate for this role?
- What should graduates today be doing to set themselves apart and improve their chances of getting into this field?

## Discipline specific questions (if applicable)

### Software Engineering

- Is knowing specific programming languages important?
- Is there more to engineering than cutting code in a windowless basement office?
- How do you advocate learning a new technology?
- What does technical debt mean to you?
- Is mobile the same as software engineering?
- What are some considerations that are unique to mobile?

### AI/DS and Research

- What is your field in AI/DS?
- Is there more to AI/DS than number crunching?
- How is AI/DS employed commercially?
- What's your favourite technique or approach to an AI/DS project?

## UI/UX

- When does UI/UX get involved in the lifecycle of a project?
- Is there more to UI/UX than drawing interfaces?
- What does 'keep the user in mind' mean to you?
- What are your 'rules of thumb' for UI/UX design?

## Cyber Security and Networking

- What are some of the current privacy and legal concerns around data transmission and retention?
- Is there more to this discipline beyond ethernet cables, networks and scolding people?
- What strategies would you advise to circumvent the impact of breaches, rogue employees and the office politics of data access and password strength?
- How have you educated colleagues/clients/the organisations about risks and threats?
- Do you perceive cyber security to be reactive or active to current affairs?

## Gender

- What sort of gender balance have you encountered in stem?
- Has this posed a challenge to you?
- How do you foresee this changing?
- Career advice for females starting in stem?
- What does diversity mean to you?