SWE INTERVIEW TIPS (2-4 YoE)

My learnings after interviewing at companies like DE Shaw, Google, Uber, Salesforce, Intuit, Linkedin during 2024-25

Interview Rounds

- Online Assessment
- Screening round
- Onsite rounds
 - DSA
 - LLD
 - HLD
 - Hiring Manager

DSA

- Types of DSA interviews
 - Online Assessments
 - 1 Hard question to be solved in 45 Mins
 - 1 long story based question with couple of followup questions
 - 2-3 medium questions
- Tips
 - Most effort required to prepare
 - Very luck based
 - Okay to ask how many questions interviewer has in mind
 - Good communication
 - How to make notes (constant revision is needed)
- Resources
 - Common interview questions (Neetcode 150, Leetcode 150)
 - Company Specific questions (Leetcode premium)
 - DP and Graph extra focus (can refer my notes)

- Types of LLD interviews
 - Take home assignment (Can be over a weekend or few hours window, expectations are accordingly)
 - Expect running code in a single file
 - Expecting DB Schema diagram, API contracts, Classes, Services
 - Mix between DSA / LLD
- Tips
 - Easiest to prepare, closest to what we do as software engineers
 - Practise a few questions: Implement full project in IDE, Expose APIs, Setup DB, Write Junits, Add as many functions as you can (Will take around 1 day for 1 ques)
 - Trickiest interview in terms of expectations, Ask interviewer what is he expecting (as we cant do everything in 1 hour)
 - Expect to handle concurrency
- Resources
 - https://github.com/prasadgujar/low-level-design-primer
 - Youtube channel: Concept && Coding by Shrayansh
 - Sample questions to prepare: Book My Show, Parking lot, Chess, Snake and Ladder, Twitter, Cache, Task Scheduler, Elevator, Google Doc, Google Sheets
 - Read about SOLID principles and Design Patterns (Use chat gpt or youtube)
 - Multithreading: Leetcode Concurrency Problems and Concept && Coding by Shrayansh

HLD

- Types of interviews
 - Discussion about past projects
 - Deep Discussion about a small service in a large system (e.g. Discussing offline/online indicator in Whatsapp, displaying most popular hashtags on twitter)
 - Not so Deep Discussion on a large system (e.g. Design whatsapp or youtube) can go deep into a small piece towards the end.
- Tips
 - Lot depends on the interviewer, how he drives the round. Feel free to clarify expectations
 - Time management very important, better to practise some questions with friends
 - Practise your company projects well
 - Dont try to learn from too many resources
- Resources
 - Book: <u>Alex Xu System Design Interview (Volume 1 & 2)</u>
 - Youtube: Gaurav Sen, Jordan has no life, Concept && Coding by Shrayansh, Arpit Bhayani)

Hiring Manager

- What to expect in HM round
 - Discussion about past projects and why you made certain design choices in those projects
 - Behavioural questions (Tell me about a time you had a conflict with your collegue and how you handled it)
 - Hypothetical scenarios (e.g what will you do if you are working on tight deadlines and a new urgent requirement comes)
- Tips:
 - A fixed set of 15-20 questions to prepare and you are done! I have never encountered a question beyond that set
 - STAR method to answer questions
 - Read about company's core values and align your answers to company values
 - Answer in a way that showcases my strengths
 - Answers should be transparent and have ton of integrity
 - Use Chat GPT to refine your answers
- Resources:
 - My question bank

Misc

- These things can be asked in any interview round, better be prepared
 - Core language concepts (e.g. garbage collections, implementing tree set of a custom class, Static / final keyword etc)
 - OOP concepts
 - Java generics
 - STL library functions
 - Multithreading
 - SQL queries
 - DBMS concepts (Clustered vs Non Clustered index)
 - Networking protocols
 - Operating System concepts (Deadlocks Semaphores)
- Resources
 - Chat GPT
 - Concept && Coding by Shrayansh

A brief talk about my experiences

- DE Shaw
- Google
- Uber
- Salesforce
- Intuit
- LinkedIn

How to apply

- Referrals
- Linkedin premium
- Direct apply
- Insta Hyre