

# Technical Interview

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## **GPR-200 Introduction to Modern Graphics Programming**

**Instructor: Daniel S. Buckstein**

### **Technical Interview**

#### **Summary:**

Interviews are a fundamental part of being a programmer. This part of the final project gives you a chance to present yourself as if you were applying for a junior/entry-level graphics programmer position at a studio of your choosing.

#### **Submission:**

Submit a your presentation and interview materials as PDFs or a link to them online.

#### **Instructions:**

As part of the interview you will demonstrate your final project, answer questions about the field and yourself and be professional. Take it seriously.

The current presentation logistics are as follows: At the start of each class, everyone will have about 5 mins to set up while I take attendance; I do not want anyone setting up only when about to present because this wastes time, so you will all be ready to present at the start just in case. ***Everyone must attend and pay attention to all presentations on both class days.*** I will ask for volunteers to go during the first class, so think ahead of time if you would like to present on the first day, first-come first-serve. If nobody volunteers I will pick teams randomly, same goes for day two.

During your 20 minute presentation, you are setting the stage as if you are being interviewed for an entry-level graphics programming position at "some game studio" (feel free to do some research and specify who this is); it is meant to be a very short simulation of what an interview might be like for such a role. Think of your instructor not as your instructor, but as an employer or lead graphics engineer. The final project you have been working on is your primary portfolio piece: think of it as something you have been asked to show off to prove your worthiness of the job. You can structure the presentation time in whatever way makes sense to you, but remember that it is an interview and, therefore, it

must be professional, demonstrate your graphics programming knowledge and leave plenty of time for Q&A (from both the audience and the interviewer). Get to the point with high-impact key details. If you are on a team, it is expected that both members will contribute equally during this time. Please see the rubric for more details.

**Points** 10

**Submitting** a text entry box, a website url, or a file upload

**File Types** pdf

Due	For	Available from	Until
-	Everyone	-	-

**GraphicsAnimation-Interview-Range**

Criteria	Ratings			Pts
IMPLEMENTATION: Architecture & Design	<b>2 to &gt;1.0 pts</b> <b>Full points</b> Strong evidence of knowledge about architecture and code design; discussion of architecture is largely both knowledgeable and thorough.	<b>1 to &gt;0.0 pts</b> <b>Half points</b> Mild evidence of knowledge about architecture and code design; discussion of architecture is largely either knowledgeable or thorough.	<b>0 pts</b> <b>Zero points</b> Weak evidence of knowledge about architecture and code design; discussion of architecture is largely neither knowledgeable nor thorough.	2 pts
IMPLEMENTATION: Content & Material	<b>2 to &gt;1.0 pts</b> <b>Full points</b> Strong evidence of knowledge about course- and discipline-specific material; discussion of discipline-relevant content is largely both knowledgeable and thorough.	<b>1 to &gt;0.0 pts</b> <b>Half points</b> Mild evidence of knowledge about course- and discipline-specific material; discussion of discipline-relevant content is largely either knowledgeable or thorough.	<b>0 pts</b> <b>Zero points</b> Weak evidence of knowledge about course- and discipline-specific material; discussion of discipline-relevant content is largely neither knowledgeable nor thorough.	2 pts
DEMONSTRATION: Presentation & Walkthrough	<b>2 to &gt;1.0 pts</b> <b>Full points</b> Strong evidence of confidence and professionalism in interview; general interview style is largely both confident and professional.	<b>1 to &gt;0.0 pts</b> <b>Half points</b> Mild evidence of confidence and professionalism in interview; general interview style is largely either confident or professional.	<b>0 pts</b> <b>Zero points</b> Weak evidence of confidence and professionalism in interview; general interview style is largely neither confident nor professional.	2 pts
DEMONSTRATION: Product & Output	<b>2 to &gt;1.0 pts</b> <b>Full points</b> Strong evidence of interview preparedness and technical demo to show off in interview; general interview content is largely both prepared and sequenced.	<b>1 to &gt;0.0 pts</b> <b>Half points</b> Mild evidence of interview preparedness and technical demo to show off in interview; general interview materials are largely either prepared or sequenced.	<b>0 pts</b> <b>Zero points</b> Weak evidence of interview preparedness and technical demo to show off in interview; general interview materials are largely neither prepared nor sequenced.	2 pts

Criteria	Ratings			Pts
ORGANIZATION: Documentation & Management	<b>2 to &gt;1.0 pts</b> <b>Full points</b> Strong evidence of materials, structure and flow in interview; general interview materials are largely both present and prepared.	<b>1 to &gt;0.0 pts</b> <b>Half points</b> Mild evidence of materials, structure and flow in interview; general interview materials are largely either present or prepared.	<b>0 pts</b> <b>Zero points</b> Weak evidence of materials, structure and flow in interview; general interview materials are largely neither present nor prepared.	2 pts
Total Points: 10				