Technical Interview

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GPR-400 Advanced Real-Time Rendering
Instructor: Daniel S. Buckstein
Technical Interview

Summary:
Interviews are a fundamental part of being a game programmer. This part of the final project gives you a chance to present yourself as if you were applying for a position at a studio of your choosing in the domain of this course's subject matter.

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.

During your presentation time (duration TBA), you are setting the stage as if you are being interviewed for an animation 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 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 animation 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	**2 to >1.0 pts** **Full points** Strong evidence of knowledge about architecture and code design; discussion of architecture is largely both knowledgeable and thorough.	**1 to >0.0 pts** **Half points** Mild evidence of knowledge about architecture and code design; discussion of architecture is largely either knowledgeable or thorough.	**0 pts** **Zero points** Weak evidence of knowledge about architecture and code design; discussion of architecture is largely neither knowledgeable nor thorough.	2 pts
IMPLEMENTATION: Content & Material	**2 to >1.0 pts** **Full points** Strong evidence of knowledge about course- and discipline-specific material; discussion of discipline-relevant content is largely both knowledgeable and thorough.	**1 to >0.0 pts** **Half points** Mild evidence of knowledge about course- and discipline-specific material; discussion of discipline-relevant content is largely either knowledgeable or thorough.	**0 pts** **Zero points** 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	**2 to >1.0 pts** **Full points** Strong evidence of confidence and professionalism in interview; general interview style is largely both confident and professional.	**1 to >0.0 pts** **Half points** Mild evidence of confidence and professionalism in interview; general interview style is largely either confident or professional.	**0 pts** **Zero points** Weak evidence of confidence and professionalism in interview; general interview style is largely neither confident nor professional.	2 pts
DEMONSTRATION: Product & Output	**2 to >1.0 pts** **Full points** Strong evidence of interview preparedness and technical demo to show off in interview; general interview content is largely both prepared and sequenced.	**1 to >0.0 pts** **Half points** Mild evidence of interview preparedness and technical demo to show off in interview; general interview materials are largely either prepared or sequenced.	**0 pts** **Zero points** 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	**2 to >1.0 pts** **Full points** Strong evidence of materials, structure and flow in interview; general interview materials are largely both present and prepared.	**1 to >0.0 pts** **Half points** Mild evidence of materials, structure and flow in interview; general interview materials are largely either present or prepared.	**0 pts** **Zero points** Weak evidence of materials, structure and flow in interview; general interview materials are largely neither present nor prepared.	2 pts
			Total Points: 10	