Sony Play-Station
Software Engineer II

Common interview questions

- **What do you know about the company?**
  I know that it is an amazing place to work and that it is responsible for all the exciting developments happening in the gaming industry. It is also a place where the highest quality of the products and tools is prioritized to ensure that both game creators and gamers have the best experience possible.

- **Why do you think you are a good fit for our company?**
  I am someone that likes to deliver high quality work. I find satisfaction in being part of a functional team where the contribution is shared and coordinated with insightful design. My 7+ years of experience in C++ development would allow me bring value to the team, together with my positive attitude. One of my strengths, in software development, is the understanding of the importance of testing: I believe that tests are equally important to the core logic, if not more, since they declare the developer expectations and make maintainability of a large code base possible. I have worked in multiple projects that created tools useful for development: GUIs and CLIs.

- **Why do you want to work for us?**
  Becoming part of the PlayStation team would be an amazing achievement for me: I have always been enthusiastic about the video games world and I believe that PlayStation created and maintained the best software environment and hardware components. I also would be excited to join such a recognised company that prioritizes an inclusive and diverse work environment, sounds like a great place where to focus on my career development.