

<b>Simple HR Interview</b>
How you spend your day at office
Rate your self in honesty/innovation out of 5
Rate yourself in oop out of 10 then virtual key word kya hta in oop or polymorphism in detail
Last increment kb lga r kitna lga
Expected salary
<ul style="list-style-type: none"> <li>- FYP technology stack and why I chose it?</li> <li>- Any game developing background or not?</li> <li>- Which game I like to play?</li> <li>- why I want to choose game developing as a career?</li> <li>- What are my strengths?</li> <li>- what are my FYP partner strengths?</li> <li>- My role in FYP</li> </ul>
Question on fyp.
Did you have experience?
in game development.
What is the biggest Challenge you ever face in project.
Differ between software developer and game developer.
Question related to family.
Do you have any questions for me?
Explain you fyp
Basic concepts of oop dsa and how you implement those in your projects e.g how did you use abstraction in your project or encapsulation in your project.
Some basic questions about unity3D
Do you have any questions for me?

