Crack Off-Campus

Previous Interview Experience

Company Name: Zeotap

Role: Software Development Engineer

Interview Process

Round 1: Assignment-Based Evaluation

DSA Problem: Given a list of time slots, find overlapping time intervals.

System Design: Design a Hierarchical Cache Refresh System — required thinking in terms of structure, invalidation, and refresh strategies.

SQL Questions (based on an Employee table with columns: emp_id, emp_name, department, salary):
 a. Find the highest salary in each department.
 b. List employees earning more than the average salary of the entire company.
 c. Rank employees within each department by salary in descending order (include rank, name, department, salary).
 d. Identify the department with the highest average salary.
 e. List employees whose salaries are in the top 10% company-wide.

Round 2: Low-Level Design + Work Discussion

This round was heavily focused on my current project.
They deep-dived into:
- The workflow of the system I'm working on,
- My specific contributions,
- Technical decisions I took and why,
- Challenges faced and how I solved them.

Round 3: DSA + Multithreading

Tree-based Execution:
Given a tree where each node can have multiple children, invoke execute() method:
- For parallel (sibling) nodes: call them in parallel,
- For child nodes (depth): call them sequentially.

Multithreading - Producer/Consumer Problem:
A list of URLs is given.
A producer thread adds URLs to a queue.
There are N consumers, and each should always be working (no idle time).
If all consumers are busy, the producer should block from adding more.
Required implementing this synchronization using multithreading.

Note:

 The questions asked in interview rounds aren't fixed and may vary each time. We're sharing these with you to help you get an idea of what to expect and to better understand the interview environment.

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