

# Technical Interview: Examples

## Key Data Structures and Concepts:

- Strings
  - String parsing and processing
- Arrays and ArrayLists/Vectors
- Queues, Stacks, and Heaps
- HashMaps and Sets
- Linked Lists
  - Singly-linked, doubly-linked
  - Circular
- Trees, BSTs (Binary Search Trees), and N-ary trees
  - Recursion
  - Depth First Search (DFS) vs Breadth First Search (BFS)
  - Tree traversal
- Graphs
  - Directed vs undirected
  - DFS vs BFS
  - Adjacency List vs Matrix

**\*\*We do NOT ask system design questions. Our questions revolve around data structures and algorithms.**

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## Practice Example: Sum of Subarray



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sort of questions leave memorable impressions? I'm personally worried about maybe asking anything too personal

Collapse all

Jannie (Speak\_) 4:25 PM

Some good questions to consider: What does it look like to go above and beyond on this role? What is a memorable experience working at Roblox that you are able to share? What resources/supports exist at Roblox for new hires/interns to connect with other employees and get to know the culture?

Reply...

Alexander Kassabian 4:11 PM

Thanks!

Jannie (Speak\_) 4:16 PM

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james saintilus 4:27 PM

how would someone start practicing programming questions

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# Technical Interview: Step-by-Step Approach

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## Step 1: Repeat Problem Back

- **Verify** details you are uncertain about
- **Ask** clarifying questions
- **Align** fully before you dive in
- **Hints** are okay!

## Step 2: Think Out Loud

As you begin the question, make sure to:

- **Articulate** your thought process
- **Establish** constraints and bounds
- **Clarify** possible inaccurate assumptions

## Step 4: Testing Code

- **Test** in real time and do not wait for the interviewer to prompt you
- **Optimize** the code by thinking about runtime and space complexity
- **Remember** that your problem solving skills are just as important as coding skills! It's ok to not have all the "right" answers, don't give up!

## Step 3: Writing Code

- **Choose** a coding language you are most comfortable
- **Articulate** your thought process as you code, especially if you get stuck
- **Look out** for edge cases
- **Aim** for clean, runnable code



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Alexander Kassabian 4:10 PM

AK  
For New Grad roles who have to take 2 Behavioral interviews, what are the differences between each? Or will the same/similar questions be asked in both?

Collapse all

Jannie (Speak\_) 4:20 PM

They will be similar questions, just make sure you are ready to respond using SMART or ATOLA frameworks.

Reply...

Angela Walters 4:10 PM

can you give examples of what sort of questions leave memorable impressions? I'm personally worried about maybe asking anything too personal

Alexander Kassabian 4:11 PM

AK  
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Jannie (Speak\_) 4:16 PM

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# Technical Interview: Common Mistakes

- **Immediately jumping into coding:** Thinking out loud and asking clarifying questions allows you to demonstrate how you think through problems and collaborate with the interviewer.
- **Not writing real code:** Interviewers want to see your ability to write clean, runnable code in the interview!
- **Force-fitting solution to a similar but different problem:** Don't memorize different problems and apply them directly to similar interview questions. Understand the concepts used, take a fresh look at a problem, and adapt them appropriately!
- **Getting stuck on optimization before any coding:** If necessary, use the naive/brute force approach before jumping into advanced data structures or dynamic programming to optimize a solution!

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