

CANDIDATE	INTERVIEWER	DATE	STAGE
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INTERVIEW QUESTIONS · GAME ANIMATOR

1

What type of experience do you have in animation?

12345

2

How familiar are you with the industry-standard 3D game engines such as Unity and Unreal?

12345

3

Describe a challenging project that you worked on for game animation.

12345

4

Can you provide examples of your work in creating character animations, special effects, or other types of animation elements for video games?

12345

5

What methods do you use to ensure that characters move naturally and realistically within a scene during gameplay?

12345

6

Are you comfortable working independently or as part of a team?

12345

7

Describe your workflow when creating animations.

12345

8

How would you manage the deadlines for multiple games and projects simultaneously?

12345

9

Have you ever worked on any mobile application animation before?

12345

10

Are you comfortable with rapid prototyping in order to quickly test out different ideas?

12345

11

How do you stay up to date with the latest game animation trends and techniques?

12345

OVERALL ASSESSMENT

CRITERIA	SCORE (1-5)	NOTES
Educational Background Appropriate qualifications or training for the position.	12345	
Prior Work Experience Skills or qualifications acquired through past work.	12345	
Qualifications / Experience The technical skills the position actually needs.	12345	
Problem Solving Abilities Demonstrated critical problem-solving.	12345	
Communication Team building and communication skills.	12345	

CRITERIA	SCORE (1-5)	NOTES
Organizational Fit Would this hire steer the organization the right way?	① ② ③ ④ ⑤	
Directional Fit A step forward, or backward, in their career?	① ② ③ ④ ⑤	

RECOMMENDATION

☐ Advance ☐ Hold ☐ Decline

1 = well below the bar · 3 = meets it · 5 = clearly above it

AvaHR — hiring software for teams without a recruiter
Use the same scorecard for every candidate in this role.