

CANDIDATE	INTERVIEWER	DATE	STAGE
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INTERVIEW QUESTIONS · GAME DEVELOPER

1	What kind of game genres have you worked on?	12345	
2	Have you ever used scripting languages like Lua, Python, or JavaScript?	12345	
3	How do you work with a team to produce a game?	12345	
4	Can you tell me about your experience designing 3D graphics?	12345	
5	What strategies have you implemented in the past to deliver projects on time and within budget constraints?	12345	
6	Do you have any portfolio pieces that showcase your previous programming and design skills related to gaming production?	12345	
7	What processes have you used to debug and test games?	12345	
8	How do you stay current with the latest game development technologies?	12345	
9	How would you handle a situation where two team members are not getting along?	12345	
10	Are you able to work independently or collaborate effectively on projects?	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	
Organizational Fit Would this hire steer the organization the right way?	12345	
Directional Fit A step forward, or backward, in their career?	12345	

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.