

Graphic Designer Job Interview Questions And Answers



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Graphic Designer Interview Questions And Answers Guide.

Question - 1:

Tell me what experience do you have in designing for the web?

Ans:

I have developed several web banners and landing pages for my previous employers. Details are enclosed in my portfolio for your view.

[View All Answers](#)

Question - 2:

Explain me what makes you an asset to our company?

Ans:

This is the chance for your sales pitch. Tell the interviewer how awesome you are and why your skills are a great fit for the company.

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Question - 3:

Do you know where you see yourself in 5 years?

Ans:

The answer will vary for each person. Some people will want to be experts in what they do, while others may see themselves in a more of a management role. Think about what you want for yourself, and confidently answer this question.

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Question - 4:

Tell me what types of designing projects are you most interested in?

Ans:

I like designing websites and advertisements as I believe my expertise lies here. However, I am also quite interested in mobile application designing which I would like to explore now.

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Question - 5:

Explain me how do you handle pressure and multiple deadlines?

Ans:

More often than not, you'll be working on multiple projects with deadlines that may overlap. This is an excellent opportunity to show off your project management and task prioritization skills.

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Question - 6:

Explain me what is your biggest design career moment?

Ans:

From awards, to happy clients, consumers, engaged public, social movement, and tangible results in skyrocketing numbers and profits, we want to hear it all. How did it start, what happened, and why did you succeed?

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Question - 7:

Tell me what is your biggest design challenge?

Ans:

If you were confronted by a tough challenge, we want to hear about it. Why was it the biggest challenge in your career? What happened, what did you do to overcome it, what tools and processes were employed?



Most design work goes unseen and behind the curtains in the design process. We want to hear your design hero story. Alternatively, describe your dream challenge and how you would design a process to help you deal with it.

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Question - 8:

Tell me what makes a great app in terms of visual design?

Ans:

A great app requires a unique visual design, a fast and understandable user experience and interaction. Clear display of information and hierarchy are fundamental in how the user understands the intended visual communication of the app. Memorable visual identity and association of colour are just a few elements that make a great app. Show us some great apps and explain what makes them good. Likewise, explain how some popular apps could be improved upon.

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Question - 9:

Tell me the three best projects from your portfolio?

Ans:

The candidate needs to explain the entire design process, the decisions, ideation, context, why's, do's and don't's, through describing the production and execution of a specific project. Question the designer's decisions to discover details of projects and the reasoning behind these decisions. Ask how the designer would have made those projects even better.

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Question - 10:

Tell Us What Makes You Stand Out As A Graphic Designer?

Ans:

With this question, the employer is basically asking you why they should hire you over any other candidate and they're also testing how well you know yourself as a professional graphic designer. Again, with this question it's important to be honest and to think about what qualities and experience you might possess as a graphic designer that other candidates might not - this could be your previous client base, the range and depth of your experience - or even some of the techniques you've picked up in your career. Whatever reasons you give, be sure to have some examples to hand so you can back them up.

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Question - 11:

Explain us more about your design background?

Ans:

Finding out more about the designer's background, based on his or her general introduction can provide us with relevant information about the design school the candidate attended, past/current work positions, design experience, problems and projects that s/he found along the way and how this translates to his/her current design career and future aspirations.

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Question - 12:

Tell us what would you say will be future of design? Or the next big thing?

Ans:

Let your creative juices flow, we want to hear the craziest and wildest ideas of what might next drive the design industry. Extra points for storytelling! For example, VR (virtual reality) is opening a big space in the consumer world: from gaming to virtual museums and any kind of virtual experiences. In regard to visual design and interaction, VR is one of the new mediums for design inclusion from the graphic and interactive perspective.

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Question - 13:

Please explain what Attracted You To The Graphic Design Industry?

Ans:

With this question, the interviewer is obviously keen to find out where your passion lies and what your motivations are for working in the industry. When trying to prepare your answer to this question, think about what it is that makes you want to continue to work in the graphic design industry. Is it the creativity aspect? The chance to create pieces which will be seen by thousands of people every day? Or the fact you get to create lots of different pieces of work every year? With this type of answer, it's easy to tell who's being false and who's being honest so whatever answer you give, try and stay true to yourself and avoid copying anyone else.

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Question - 14:

Tell me do you provide website design?

Ans:

Yes. I work with clients to create clean, functional, SEO friendly websites that are easy to navigate providing a positive user experience. This includes layout, design thru completion, SEO integration and final site upload. There are some aspects of more complex programming that I have chosen not to do - but will seek out professional colleagues for these client services if and when necessary.

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Question - 15:



Do you know what is the meaning of color and color theory in visual design?

Ans:

Color plays a major part in the consideration of visual communication.

Big brands tell their stories through color. They connect with their consumers and the public with consistent use of color, color palettes and color systems. Color is a powerful tool that enables distinction and differentiation between brands. A brand that changes color with a new identity sometimes has dangerous results.

Tell us how successful brands communicate through color theory, and the meaning of color in design.

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Question - 16:

Explain me about a time that you had to work under pressure?

Ans:

Your interviewer isn't asking this question because she wants to know about that time in college that you had a paper due but your cat got a stomach virus and your car broke down. What she's really asking is "Tell me a time that you succeeded under pressure". You'll want to answer it without framing it as a "woe is me" story. For instance:

"In my last position, we were working on a very strict budget and close deadline. Because we were skilled communicators, everyone was able to pull together and exceed client expectations when the presentation was rescheduled to a week ahead of time."

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Question - 17:

Where do you see yourself five years from now as Graphic Designer?

Ans:

(Be confident)

After five years, I see myself working for your firm in capacity of senior graphic designer, producing effective visual communications and making history in the field of graphic designing!

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Question - 18:

Please explain what kind of design projects are you interested in?

Ans:

A question like this is why it's so important to do your research. You don't want to apply for a job doing layout design for educational materials and moon over how much you love motion graphics for social marketing campaigns. A sample answer might sound a little like:

"I'm always trying to develop better practices for streamlined User Interface layout graphics. I'm really excited at the work this company has done for XYZ website, and I hope I'll get a chance to contribute to a similar project."

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Question - 19:

Tell me do you read any industry publications or websites? If so, which ones?

Ans:

Showing interest in your field outside of office hours may indicate you really love what you're doing (and that's always a good thing). If you don't subscribe to any publications or websites, it's never too late.

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Question - 20:

Tell me what Has Been Your Most Successful Campaign & Why?

Ans:

An employer might ask this question because, although you might have mentioned it on your CV or included it in your portfolio, they want to hear about your most successful campaign in your own words. With this question, the employer wants to hear about your passion for that particular campaign and why you personally think it was such a success. They're also looking to see how you judge the success of a campaign and how and what you did to make it successful. Obviously with this question, your answer will depend on your previous experience - but whichever campaign you choose, try and have some stats to hand and be careful not to take responsibility for other people's work.

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Question - 21:

Explain what field, industry, type of work do you prefer?

Ans:

From digital to print to 360 solutions, from social causes to luxury projects, pinpoint candidates' interests and preferences, and build up the talk to personal goals, project goals and things they want to do and create but haven't had a chance to do.

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Question - 22:

Explain me something about your most challenging design project yet?

Ans:

I have my portfolio here for your reference. I was asked to design an advertisement for baby clothes. It is a touchy subject which required much thought and sensitivity. I was actually quite apprehensive about offending their target audience but thankfully, it received accolades from both the company and the customers.

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Question - 23:

Explain me why are you leaving your current company?

Ans:

This is a helpful question to help identify any underlying issues. If you were fired or laid off from your previous position, please be honest and explain the circumstances. It's much better to hear it from you than finding out from checking out references. Being terminated isn't always a red flag or a deal breaker as long as you can explain yourself. If it's something work related, like you weren't satisfied with the projects or you were hitting a career ceiling, it's often helpful for both your potential employer and you to see if you're a right fit for each other.

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Question - 24:

Why Did You Apply For This Job as Graphic Designer?

Ans:

While the first question assessed your motivation for the industry in general, this question is designed to test your motivations and reasons for applying for this particular role. The employer wants to see how much you know about the role and company on offer and they're really asking why you think you're a good fit for this particular graphic design job. When answering this question - again, it's good to be honest - but you need to avoid citing purely selfish reasons eg. amazing salary or 40 days holiday a year. Instead of citing the aforementioned reasons, a better answer might be to say you're looking for a new challenge and you'd love the chance to work for an established brand that has a great reputation within the industry. You could also mention how your skills and experience align perfectly with the role on offer - and how your values also match those of the brands.

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Question - 25:

Please explain how would you describe your design research?

Ans:

When discussing design research, it is necessary to cover all the angles with which the candidate is familiar, and explain the reasoning why s/he decided to use a particular technique, tool, or way of thinking to achieve a result. Nevertheless, if a designer received the data via the client, copywriter, strategist, or UX designer, it will be necessary to conduct further research that will confirm the designer's statements, possibly upgrading the outcome.

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Question - 26:

Explain me what kind of design projects interest you?

Ans:

Liking your job has never been a requirement of employment, but good employers know that happy workers do better work-especially if they like the work they're doing. Every designer has his or her own specialty, something they like to do above all else. If what you like to do just happens to be the same job you're applying for, then you're in good shape.

Liking your job has never been a requirement of employment, but good employers know that happy workers do better work-especially if they like the work they're doing.

If you're afraid that your interests and the job you're applying for aren't the best match for one another, then try to find the best answer that is not only honest, but makes you the best candidate for the job. You could mention that you would like to work your way up into a position that would let you work on your favorite types of projects, if that's a possibility.

Or you could always aim for an answer that is a little broader. You could say that you like projects that allow you to work with a team, or that you like working on challenging projects that everybody else has given up on.

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Question - 27:

Explain me what kinds of print media have you worked with?

Ans:

If you're applying for a job designing print media, chances are the employer is going to want to know what kind of print you've worked with in the past. This also rings true for any design job, not just print-employers want to know how comfortable you are working in different mediums.

This is because employers want to know if they're going to have to train you on anything down the line, which could be expensive on their behalf. So they want to see what you already know to gauge how much further you still need to go. Be sure to mention the types of media you've worked within, the equipment you've used and any formal training you might have received along the way.

If you can manage it, bring examples of your past print work for the employer to see. Since this is print we're talking about, it makes an even bigger impression if you have actual, physical examples that the employer can touch, hold and possibly even keep for themselves. Check out our tips for designing a unique print design portfolio for more information.

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Question - 28:

Explain me how good are you about sticking to your deadlines?

Ans:

Employers are looking for designers who can not only deliver results, but do so in a timely manner. Failing to meet your deadlines can cost your employer money or make them lose face to their customers, clients and business associates. If you are good about keeping up on your deadlines, you'll be good to go when it comes time to answer this question.

If sticking to your deadlines is something that you have a hard time with, then you need to at least show the interviewer that you respect deadlines and that you do whatever it takes to get your job done. Give examples of times when you weren't able to complete a task on deadline, and explain why you fell behind and how you rectified the situation. Did you ask for an extension ahead of time? Did you bring in another designer to help you with the work?

Keep in mind, there's no reason to punish yourself if you've missed the odd deadline here or there in the past. Potential employers want to know how you're going to handle their deadlines, so you can always turn a negative experience into something positive.

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Question - 29:

Explain me what is your design approach?

Ans:

The design process is essential to how design candidates develop and create their work. Insight and the way they work can distinguish their quality. As the design process becomes more thorough, the results become more elaborate and detailed.

Also, the design process is often limited by budget and time, and a useful insight would be how s/he and the design teams that s/he has worked with in the past handled various situations and briefs.

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Question - 30:

Explain me about a time when you had to work under pressure and how you overcame it?

Ans:

Sometimes, unforeseen circumstances can bring additional pressure to the job and employers want to make sure that the designers they work with aren't going to fall apart the minute the going gets tough. Questions like this tell the employer two things-not only how you handle pressure, but what constitutes a stressful situation in your book.

Questions like this tell the employer two things-not only how you handle pressure, but what constitutes a stressful situation in your book.

Be ready to answer this with an anecdote or example from your life that shows you know how to keep cool under pressure. Stories about deadlines, editorial mandates or last-minute changes are good to include, because these are the kind of stresses that will naturally occur in the design field. Showing that you've already dealt with these kinds of stresses makes you a stronger, more experienced candidate.

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Question - 31:

Tell me can I see your portfolio?

Ans:

This is the easiest question to answer, as there's really only one correct response-"Yes!" Once you've said that, of course, you have to actually have a portfolio ready to show and talk the employer through some of the pieces inside. This simple question usually comes with a lot of follow-up questions about how you created each piece, how long it took, what your design goals were and so on.

This is the easiest question to answer, as there's really only one correct response-"Yes!"

The interviewer may or may not actually ask these follow-up questions, so be ready to give them the answers anyway. Before you show off each piece, you'll want to give the interviewer an idea of what they're about to see. You don't need to go into great detail, just a sort of "teaser" statement about what's coming up next. Something along the lines of, "This was a print campaign for a local brand where I was only allowed to use one ink color."

Remember to start and end your portfolio with your best pieces. You might only have enough time to go into detail about one or two pieces, so you'll want immediate access to your best work. Pad out the rest of the portfolio with three to five other pieces that you think best represent you as a designer.

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Question - 32:

Explain me what are some of your greatest accomplishments?

Ans:

If you have accolades, awards, academic achievements or other lofty accomplishments in your past, then this question is likely going to be easy for you to answer. This is your chance to blow them away with all the great stuff you've been able to accomplish in the design field so far.

However, many people may have difficulties answering this question for a number of different reasons. Maybe you don't feel as if you've accomplished much of anything, maybe you're actively working towards something big but haven't quite made it yet, or maybe your big life accomplishment has nothing to do with graphic design.

Remember why employers ask this question in the first place-they want to work with people who have ambition, because ambitious people tend to put in the work to accomplish their goals. Employers also want to understand what inspires you; what do you consider an accomplishment in the first place?

...they want to work with people who have ambition, because ambitious people tend to put in the work to accomplish their goals.

Your job in this scenario is to show them why your greatest accomplishments make you the best candidate for the job, even if they don't seem that great or have much to do with graphic design at first glance.

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Question - 33:

Tell me what are your graphic design career goals?

Ans:

This is an interview minefield that can be tricky to cross, especially if your career goals don't necessarily include staying with a company for an extended period of time. You want to be honest, but you don't want to come off as someone who is simply using this job as a stepping stone to something bigger. Employers realize that their employees aren't always going to stay with the company for the entirety of their career, but they also want to work with people who are committed.

You want to be honest, but you don't want to come off as someone who is simply using this job as a stepping stone to something bigger.

Express your career goals as a designer in a way that makes you seem favorable to the employer. For example, saying that you want to eventually leave to work with bigger brands and hopefully gain larger recognition might sound like a good goal to strive for, but saying as much could hurt your chances of getting the job.

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Question - 34:

Tell us why should we hire you instead of the other _____ people applying for this position?

Ans:

This is often the closer. Think about what makes you unique, what skills separate you from the others, and why you want it or deserve it more than anybody else. Hopefully this inside info will help you on your next job interview. If you have any other questions to add to our list, please add them to the comments below.

[View All Answers](#)

Question - 35:



Explain Me What Do You The Most Important Qualities Of A Graphic Designer Are?

Ans:

An employer will ask this question because they're looking for your opinion on what makes a great graphic designer in terms of qualities and skills - something which should be easy to name if you're a great designer yourself. When trying to prepare an answer for this question, think about the skills and traits you have which help you in your day-to-day work - examples could include things like patience, strong communication skills and a great eye for detail, as well as more technical things such as familiarity with the whole Adobe Creative Suite. With this type of question, there are no real right or wrong answers - an employer is looking for your opinion and the reasons behind your opinion.

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Question - 36:

Explain me what is your design process?

Ans:

This is an intuitive question, but because it can involve multiple steps, it's best to practice it before hand so that you aren't stumbling over your words as you attempt to get them out. This is also a question that gauges how efficient you are, as well as your attention to detail. You want to fall somewhere in the middle-talking about how it takes at least 15 drafts before you reach your final design will make it seem like you won't meet deadlines. On the other hand, claiming that you always design perfectly at square one will make it seem like you don't value craftsmanship or worse, that you're arrogant. You might say something like, "Before I get started on a project, I like to develop a number of milestones to refer to so that I can stay on track. After that, I begin with a preliminary concept sketches and choose the ones that best meet client expectations. I will typically do three of four mock-ups to tweak the final design before I present it to the client. Of course, I always take any constructive criticism directed towards my work to improve as I go."

[View All Answers](#)

Question - 37:

Explain me what is your graphic design process?

Ans:

Since this can be a long, detailed answer, you'll want to have prepared for it ahead of time so that you don't trip over your words, accidentally omit details, or ramble on with too much information. Employers ask this question because they want to know how you do what you do, how long it'll take you to do it and the kinds of roadblocks you are likely to run into along the way.

Employers ask this question because they want to know how you do what you do, how long it'll take you to do it and the kinds of roadblocks you are likely to run into along the way.

Some designers are lucky to be able to just sit down and crank out an amazing design with barely any thought or planning, while other designers need to utilize a dozen different drafts and outlines to get their design finished.

Employers usually want you to be somewhere in between these two extremes. You should have a process that allows for revisions and critiques, but is also speedy enough that you'll hit your deadlines without any problem. For some designers, this might mean actually sitting down and figuring out what your process is-but that's okay. The more thought you give to the kind of designer you are, the more you'll have to work with during your interview, and the easier it is to showcase yourself as the best candidate for the job.

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Question - 38:

Explain what do you do when you're faced with something you've never done before or if you're stuck on a problem?

Ans:

Like all things in business, time is money. Show how resourceful you can be here. Think about how you can make use of the Internet, your coworkers, and your own network to complete projects within or under budget.

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Question - 39:

Suppose a client is in the [_____] industry and wanted to do [_____] with their website, what advice would you give them?

Ans:

We like creative thinkers and well rounded people. Be prepared to answer these types of questions if you're applying for an agency type of company or one with a very broad range of clients.

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Question - 40:

Tell Me What Is Your Favorite Part Of The Design Process?

Ans:

This question can seem a bit personal - but again, it's just another question to try and determine what makes you tick as a designer. Again, with this one it all comes to down to personal opinion and - as with any other interview question - it's important to be honest because if you lie here, it could come back to haunt you later down the line. In general, the design process can be split into three chunks - the initial consultation, the creative process and the final negotiations/finished results. If you can't pick one particular stage, you could pick out different aspects of each and explain why you enjoy them.

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Question - 41:

Please explain why you would like to work with a team and why you would like to work alone?

Ans:

This is more of a character test. Further, it can show us which way you work, how your design process develops and what type of work you want to do. Maybe you prefer a team, and you'll show and tell us how you would be good in a team, or lead a team?

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Question - 42:

Explain what areas of your work or personal development are you hoping to explore further?

Ans:

Discuss areas of personal development, with emphasis on visual design.

How would the designer become even better or branch out into different areas and expertise of the design spectrum?

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Question - 43:

Tell me why did you become a designer?

Ans:

When discussing this theme, the energy and imagination behind the answers will give you an idea of the designer's character and spirit.

Based on the answers, an interviewer can expand the interview based on the designer's concept and style preferences, influences, historical references and everything that drives his/her's professional career.

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Question - 44:

Tell me what do you think of our work/company?

Ans:

A job interview might give you the chance to step into the spotlight, but that doesn't mean you're going to be the only one in it. Employers love to hear you talk about their company and the work that they do just as much as you like to hear people say nice things about your design work.

Employers love to hear you talk about their company and the work that they do just as much as you like to hear people say nice things about your design work.

This is also a bit of a test to see if you've done your homework, so try to be prepared to answer this ahead of time. Again, if you don't know anything about the company and can't find out any info, this is a good chance to hear more about them.

Give your honest opinion, but avoid being too negative-after all, if you didn't like the company or the work that they do, why would you want to interview for the job in the first place? Constructive criticism is okay, but again, you want to frame it around why you're the best person for the job.

It's okay to impart that there is something missing within their organization-perhaps it's a void that only you can fill! But you don't want to come across as someone who is ready to start tearing everything down and doing it all your way.

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Question - 45:

Explain me why did you leave your last job as Graphic Designer?

Ans:

This is not your own personal forum for airing out all of the grievances you had with your last employer, and doing so is not going to help you get the job. Instead, you want to remain professional and honest without coming across as someone who makes a lot of unnecessary problems. Put a positive spin on your reasoning as much as you can.

For example, money is a common reason why people leave their jobs, and it's not unreasonable to seek out new employment opportunities in order to increase your income level. However, telling a potential employer that you left over money is going to signal to them that you might do the same thing to them one day, or that it'll be expensive to keep you. Instead, you can say that you felt there was no longer any room to grow at your last company, or that you were looking for new opportunities to advance your career.

In some cases, you'll be interviewing for a job without having actually left the last one. That's okay, but expect to answer a lot of questions about what you do at your current job, why you're thinking of leaving it and how long it'll take you to be able to start your new job.

If you work freelance, you may be asked questions about your current clients and whether working for them will create time conflicts or prevent you from hitting your deadlines.

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Question - 46:

Explain me would you consider yourself a team player?

Ans:

No matter if you're an in-house designer or working freelance from home, you are a part of something greater and you belong to a team of people all working towards the same goal. When employers ask this question, they're not looking for a simple "yes" or "no." They're looking for some sort of indication as to where you fit in the team.

Are you the type of person who naturally ends up leading the team? Are you happy to just play whatever role is necessary on the team to get the job done? Are you the type of person who can always be counted on to put in the extra work to do last-minute tasks that pop up? These are the type of things that employers want to know.

If you're a bit of a lone wolf, it's okay to run without a pack, but you're going to have to make some sort of concessions to your future employers. If you work best alone, find some other way that you can contribute to the team. Suggest that you're happy to participate in planning and development meetings, or that you'll check in on a regular basis with your team through e-mail.

If you're a bit of a lone wolf, it's okay to run without a pack, but you're going to have to make some sort of concessions to your future employers.

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Question - 47:

Design school never ends, at least for great designers. Tell me how do you learn and grow your knowledge and expertise?

Ans:

Designers are curious, and want to know everything and get better with each passing day. Share your design secret on how you expand and improve your knowledge.

- * How did you learn from your mistakes, and from mistakes made by others?
- * What books do you recommend, how do you stay in touch with design trends?
- * What are your influences in design?
- * What magazines, design and creative blogs do you follow?

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**Question - 48:**

Tell me how does your logo design process work?

Ans:

During our initial logo meeting, we first begin by discussing the client's ideas, target market, and uses for this logo. We then ask for samples of existing logos that the client likes or dislikes to get an idea of their taste. Sometimes the client already has a design concept in mind. Other times, they have no idea what they want. Either way, we make sure we have collected enough information before we begin work. Our logo design service is very straight forward. If you'd like to see extra concepts after our initial three ideas or if you need a couple logo designs for multiple companies our service can be priced according to your needs.

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Question - 49:

Explain me how do you handle criticism?

Ans:

Let's be honest-artists and designers sometimes have a tendency to turn into divas when faced with criticism or editorial guidelines. It can be frustrating to work in a creative field and have outside factors hinder your creative expressions. But for a professional graphic designer, criticism is a part of the job; employers want to know that you'll be able to suck it up and make changes to your design when necessary.

Let's be honest-artists and designers sometimes have a tendency to turn into divas when faced with criticism or editorial guidelines.

What's important here is to impart upon the interviewer that you can take direction, that you're open to the ideas of others, and that you understand how to work within a hierarchy. However, the interviewer might try to throw in different follow-up questions or add modifiers to test how you work when treated unfairly or when given bad criticism.

[View All Answers](#)

Question - 50:

Portfolio based Graphic Designer Job Interview Questions:

Ans:

- * What was your role on this project?
- * How much time did you have to create this piece?
- * How did you work with other members of your team?
- * Tell us about a favorite piece of work in your portfolio.
- * Where did you start on this project? What images, copy, or guidelines were you given to begin?
- * Talk about one of your more successful design projects. What kind of results did it achieve, and how do you define a success?

[View All Answers](#)

Question - 51:

Operational Graphic Designer Job Interview Questions:

Ans:

- * How would you rate yourself on producing appropriate work for a broad range of clients?
- * This is a fast-paced environment. How comfortable are you with short deadlines and new trends?
- * Describe your experience with presenting your work to clients.
- * Have you ever represented your agency at a client meeting? How did you handle it?

[View All Answers](#)

Question - 52:

Role-specific Graphic Designer Job Interview Questions:

Ans:

- * As a graphic designer, whose work do you admire? Who are your design heroes?
- * How do you stay updated on the latest tools and trends?
- * Who would be your ideal brand or client to work on, and why?
- * Describe the structure of your current/previous team. Who did you work with on a regular basis? What did they do?
- * How do you prepare to present your work to clients or stakeholders?
- * What do you do when clients or stakeholders give you negative feedback?
- * How do you start a project? How do you know when it is finished?
- * What do you do when you hit a creative block? Talk about a design challenge you encountered and how you overcame it.
- * What type of design work do you enjoy the most; print or digital? How do you find transitioning between the two?
- * How do you prepare your work for production? (e.g. Prep work for print or for front end development)
- * What do you do when you're running out of time on a project?

[View All Answers](#)

Question - 53:

In-house Graphic Designer Job Interview Questions:

Ans:

- * How has the brand you most recently worked with evolved over time? What part did you play in that?
- * How do you sustain long-term interest in designing for one brand?
- * How do you adapt a brand for different audiences?
- * How much experience do you have with presenting work to key stakeholders?
- * How would you learn about our brand during your first week at work?

[View All Answers](#)

Question - 54:



Why should we hire you as Graphic Designer?

Ans:

I offer exactly what you seek and am capable of addressing your graphic designing requirements. I have studied your previous graphic material and I have some brilliant ideas to rejuvenate your graphic marketing communication through implementation of contemporary and modern visual marketing techniques.

[View All Answers](#)

Question - 55:

Tell me do you have any questions for me as Graphic Designer?

Ans:

With all the pressure and anxiety of being under the microscope during a job interview, people often tend to forget that you're just as much interviewing them as much as they are interviewing you. You should always come prepared with questions to ask at the end of the interview. Not only does this make you seem engaged and show your interest in the position, but it also gives you a chance to make sure this job is the right fit for you.

...people often tend to forget that you're just as much interviewing them as much as they are interviewing you.

Try to avoid bringing up questions about pay rates or vacation days unless you're in a position where you absolutely have to. Most employers don't like to discuss pay until a follow-up interview, so try to wait out these questions if you can.

Questions about the company, the people you'd be working with, and what the job itself entails are all good places to start. However, you'll want to find questions that make you seem engaged, not just going through the motions. Instead of just asking what their company is all about, inquire about the future of the company: where it's heading, what projects are coming up, and what the future means for the position you're applying for.

[View All Answers](#)

Question - 56:

Tell me how long does it take for you to deliver the final product?

Ans:

Time is money, and the more time you take on a project, the more money it will cost your employers in the long run. However, this can be a problematic question to answer, because you also need to look out for your own interests. Many designers make the mistake of underselling how long it actually takes them to finish a project, which can create a whole heap of problems down the road.

After all, if you say it takes you one hour to do a project that actually takes three, your employer is going to hold you to that statement and you'll find yourself overwhelmed with deadlines you just can't meet. It's almost better in this instance to overestimate how much time you take, just to give yourself a buffer in case you're hit with a particularly difficult assignment. However, that can also be a dangerous game to play, because it may make you look less attractive than other candidates who can work faster than you.

...if you say it takes you one hour to do a project that actually takes three, your employer is going to hold you to that statement and you'll find yourself overwhelmed with deadlines you just can't meet.

What's important here is to give the interviewer a sense of how you manage your time. If it takes you longer than others to get a job done, then you need to be able to show why that extra time makes for a better final product. Break down your workflow into blocks of time so they know exactly how you work and what you use your time for.

[View All Answers](#)

Question - 57:

Tell me what qualities do you consider necessary for a good designer?

Ans:

Everybody has their own opinion on what makes a good designer, and your opinion on the subject can give potential employers some insight on how you operate. That's because the qualities you describe are going to be ones that you either already have or aspire to become better at.

It's best to go for a wide range of different qualities that show that you understand what it takes to be a successful designer. If you say something like "a good designer is creative, imaginative and has a unique sense of style," you're going to come off as a bit single-minded. Saying something like "a good designer is creative, punctual and open to feedback" will make you seem like you understand everything that goes into the job.

But don't forget that the person interviewing you is likely going to hear a lot of the same thing from every designer they talk to. Come prepared with a few unique attributes to set yourself apart from the rest of those being considered for the job. Focus on unique attributes that relate back to your own personal experiences as a designer, and also tie into the job you're applying for. Surprise the interviewer with an answer that is well thought-out and one they haven't heard a dozen times before.

[View All Answers](#)

Question - 58:

Tell me what have you done to improve your knowledge of graphic design?

Ans:

Employers want to work with designers who are already good at what they do, but they also want designers who will continue to improve with time instead of stagnating. You didn't get to where you are by doing nothing, so talk about your experiences getting here.

You didn't get to where you are by doing nothing, so talk about your experiences getting here.

You'll want to provide your educational background, but also talk about some of the classes you took and why that made you a better graphic designer. Have you learned new software over the past few years? Have you tried your hand at designing a different type of media than you're used to? Do you spend time reading design books, blogs and forums? These are all great things to mention.

You might even want to pepper in some future ideas in your responses. If you have plans to take a class in the future or if there's a design book you've had your eye on, use this to demonstrate to the employer that you're still taking steps to improve yourself.

[View All Answers](#)

Question - 59:

Tell me what kind of design software are you familiar with?

Ans:

When interviewers ask this question, they're trying to find out if you're able to use their in-house software, or how quickly you'd be able to learn if you're unfamiliar with it. Obviously, your best-case scenario is to know ahead of time what kind of software they use. If you already know how to use their preferred software, this will be a pretty straightforward answer.



If you don't know their software or you have no idea what they use, this can be a tricky question to answer. Tell them what you do know, and try to include any program you think they might use. If you use something that's similar to another program, that can also be a big help and the interviewer might not always be able to make that connection, so be sure to do it for them. For example, if you use one of the many Photoshop alternatives out there, you probably understand the basics of Photoshop too.

Express a willingness to learn new programs-this is a good idea even if you're familiar with their in-house software. You never know when the company might upgrade to new software, so designers who can make the switch without taking a long time to adjust are always favorable candidates. If you've ever had to learn new software for a job in the past, be sure to mention this in your interview.

[View All Answers](#)

Question - 60:

Suppose I have a computer and Microsoft Word, why do I need to use a graphic design company?

Ans:

Your branding and marketing materials are often the first point of contact with potential customers. You don't get a second chance to make a first impression, and therefore your communication materials need to convey the right image. A design agency will produce marketing materials that will help to impress upon potential customers the professionalism of your company and the service you offer. By producing your own marketing materials you run the risk of appearing amateurish, meaning the loss of potential customers.

[View All Answers](#)

Question - 61:

Explain Me What's The One Piece In Your Portfolio That You're Most Proud Of?

Ans:

Now, at first, you might think that this question is the same as the "most successful" one - but it's actually a bit different. Why? Because with this question, the employer is asking for your opinion as an individual - they're asking for you to judge a piece of work based on your own feelings, rather than things like stats and success rates. Why? Because this gives them an insight into who you are as an individual and helps them to assess how well you'd fit in with their current workforce.

[View All Answers](#)

Question - 62:

Tell me what do you think of (x) project?

Ans:

Suggest a few projects, or ask a designer to select a project and then dissect it. The candidate should be able to pick it apart.

Listen for answers that explain context, goals, references, influences and pure aesthetics, as well as identifying problems, solutions, and outcome of the chosen direction. If the candidate can elaborate with quick solutions to a set of specific problems, that's even better.

[View All Answers](#)

Question - 63:

What are your weaknesses as Graphic Designer?

Ans:

You know that lame thing where you try to make your "weaknesses" sound like a positive thing?

"Oh, I work too hard. I'm too much of a perfectionist. I'm too nice!"

Interviewers can see right through that act. When they ask about your weaknesses, they're not trying to find out what's bad about you, they're trying to find out how you deal with your own shortcomings, and what steps you've taken to improve yourself as a designer. When you try to cover up your weaknesses, it demonstrates to the interviewer that, well, you try to hide your weaknesses instead of fixing them.

When you try to cover up your weaknesses, it demonstrates to the interviewer that, well, you try to hide your weaknesses instead of fixing them.

Give a few relevant examples of your greatest weaknesses, but also provide examples of ways in which you've tried to work on them. Once again, you should back up your claims. Suppose your biggest weakness is that you have difficulty managing your time. Instead of just saying it's something you need to work on, mention how you got a new app for your phone that's helping you better manage your time, or that you've started writing out a schedule before working each day.

[View All Answers](#)

Question - 64:

Explain me what have you learned from your mistakes as a graphic designer?

Ans:

We've all made blunders along the way. Employers are sympathetic to this fact, but they also want to work with designers who have learned from their mistakes and improved their craft because of it. Be prepared with examples from your career that demonstrate your ability to bounce back from a mistake-without making you look like a total doofus.

Be prepared with examples from your career that demonstrate your ability to bounce back from a mistake-without making you look like a total doofus.

Employers also want to see that you've learned from your mistakes-not just that you've learned to avoid making the same mistake again, but that you were able to adjust the way you work or think. They want to know how this mistake has made you a better graphic designer, not merely that you were able to save face after the fact.

Perhaps making a mistake in a graphic design program inspired you to research and learn more about it, to not only prevent future mistakes but discover new ways to improve your craft. Employers see you as an investment, so you have to show them that you'll only get better with time, and that the longer they stick with you, the more value you'll demonstrate.

[View All Answers](#)

Question - 65:

Explain me what do you charge for your graphic design services?

Ans:

Prices depend on many variants, but you can be sure you are getting a great value for your design project. Design jobs are charged by the hour. Typical graphic design projects are \$75/hr. or a flat \$100 for a small to med setup job. We also bill in 15min increments for web work. If you have small changes to a pre-existing file that takes 5 min for a quick update, we will charge the min amount of \$35. Web site work starts at \$75 per hour. You won't find that with some of our competitors. We



encourage prospective clients to compare The Brand Affect with agencies producing the same level of work.

[View All Answers](#)

Question - 66:

Can you please tell me a little bit about yourself?

Ans:

Give a brief summary of your professional persona. Include who you are, any education or experience you might have, and maybe a few snippets of information on your career thus far. You don't want to go into too much detail, just think of this as an introduction to who you are. You want to be friendly and open, with a focus on your accomplishments as a designer.

You don't want to go into too much detail, just think of this as an introduction to who you are.

It's a good idea to hand over a business card at this point. Many people wait until the end of the job interview for this (if they have a business card at all), but it makes a better first impression if you offer your card during introductions. It not only shows you have a professional attitude, it actually gives your interviewer a first look at how you design (assuming, of course, that you design your own business cards.)

[View All Answers](#)

Question - 67:

How to get a vector file for my logo once created?

Ans:

YES, you get EPS (vector), jpeg, png, and a word file that works like clipart. Our logo design can be used to complete stationery and brand marketing - including business card, letterhead, envelopes, brochure design, websites, graphics for web sites, direct mail design, email marketing, mailing labels, presentation folders, and any other designs your business may require.

[View All Answers](#)

Question - 68:

What are your strengths as Graphic Designer?

Ans:

This is your chance to show off-but don't overdo it. Of course you want to showcase your best accomplishments as a designer, as well as the positive qualities that you can bring to the workplace. But that's where many people lose their focus-they forget about what's important to the company they're interviewing with. Frame your strengths in a way that they are relevant to your potential employer. Whenever possible, try to tailor your responses so that they match closely with what the company is looking for. For example, instead of just saying that you know InDesign, you might mention that you have plenty of experience designing multi-page materials if you're interviewing with a company that puts out a lot of brochures.

Avoid using clichés, like saying you're a "hard worker" or a "team player." These are empty words unless you have examples to back up your claims-which you should. You want to sound impressive to potential employers, but you also have to present yourself in a way that makes you stand out over all the other candidates, who are likely just as "hard-working" and "team-playing" as you are.

[View All Answers](#)

Question - 69:

Tell me what's your favorite portfolio piece?

Ans:

Be prepared to tell us what it is and why.

[View All Answers](#)

Question - 70:

Tell me what interests you about our company?

Ans:

Read through the company's website and any other marketing materials you may have access to. Good, safe answers are:

- * "I love the work your company does and I want to be part of it."
- * "I'm looking for a place where I can apply and further develop my skills"
- * "I believe I can be a valuable asset to your company"

[View All Answers](#)

Question - 71:

Tell us what are your strengths as Graphic Designer?

Ans:

Tell us what you do best and list the areas where you want to be even better. Please do show off (but don't overdo it).

Concentrate on all the positive qualities that you would bring to a project, client or a brand. We know that you work hard, and might be a team player, but we want to know what you can create that would be excellent.

[View All Answers](#)

Question - 72:

Please explain how would you describe your work and your influences?

Ans:

Look for elaborate and interesting stories, search for passion for design and design-thinking. References to history, design history, art, culture, music and architecture are useful when describing choices, intentions and solutions.

[View All Answers](#)

**Question - 73:**

Explain me what software do you use, and when?

Ans:

Standard skills are a must, from Adobe to Sketch, but look for the extra during an interview.

Processing, illustration, animation, video, art skills, and the like, that bring extra potential to specific clients and projects.

[View All Answers](#)

Question - 74:

Explain which software do you prefer to work with and why?

Ans:

Again, this is where research comes in handy. If you're applying to a design job as a 3D modeler with a company that uses 3DStudio Max you want to be able to say that you use that same program, not that you only use Maya because you think 3DS is inferior. You can frame it like this:

"I think it's important to know multiple modeling systems, because each has its benefits and drawbacks. I understand that your studio uses 3DStudio Max; I'm very familiar with 3DS, so I should be able to hit the ground running here."

[View All Answers](#)

Question - 75:

Explain me which programs are you comfortable working with?

Ans:

(Do some homework, find out what programs does the company commonly use and make sure you mention those if you have expertise in them)

I am well versed in Photoshop, adobe, illustrator, Visio, In design and other layout based software. I like diversity and bring demonstrated ability to work effectively in almost any program. Usually I select the software that will best compliment the idea after studying the given assignment.

[View All Answers](#)

Question - 76:

Tell me what inspired you to join graphic designing field?

Ans:

I was always fascinated by animated images. My curiosity led me to take interest in animations and led me to opt for a degree in graphic designing. The most beautiful part is I can graphically create almost anything my mind conceives.

[View All Answers](#)

Question - 77:

Explain me in your opinion, what are the qualities of a good graphic designer?

Ans:

Here's your first chance to sell yourself a little, but don't overdo it. Think about the qualities that make a graphic designer great, and then expound on them a little. For example, you could say something like:

"There's no substitute for design intuition, of course, but understanding design technology as it changes is absolutely vital. For that reason, I make it a priority to stay up to date with software like Adobe CS and keep my eye out for changing market trends."

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