

2D Game Graphic Designer Job Interview Questions And Answers



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2D Game Graphic Designer Interview Questions And Answers Guide.

Question - 1:

Tell me how can you reduce game lag?

Ans:

To reduce game lag you can either lower the performance setting for the game or by upgrading certain parts on your computer.

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Question - 2:

Explain the advantages and disadvantages of using packed buffers?

Ans:

The advantage of using packed buffers is that it is more efficient for the GPU to render, since all of the information needed to render is located within the same block of memory. The drawback of packed buffer is that it would be difficult and slower to update if you are using dynamic data.

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Question - 3:

What is FPS?

Ans:

FPS means frames per second, which tells about how much information is used to store and display motion video. Each frame is a still image, and the illusion of motion is created by displaying these frames in quick succession.

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Question - 4:

Do you know when an "onsurfacechange" can occur?

Ans:

When the screen size changes the "onsurfacechange" occurs, and this can happen when the device orientation changes.

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Question - 5:

Suppose you're designing a new logo for our company. What would it look like?

Ans:

This question gives you an opportunity to observe a designer's thought process first-hand and see how well they understand your company or product.

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Question - 6:

Tell me what's the best game of all time and why?

Ans:

The most important thing here is to answer relatively quickly, and back it up. One of the fallouts of this question is age. Answering "Robotron!" to a 20-something interviewer might lead to a feeling of disconnect. But sometimes that can be good. It means you have to really explain why it's the best game of all time. Can you verbally and accurately describe a game to another person who has never played it? You'll rack up some communication points if you can.

What you shouldn't say is whatever the latest hot game is, or blatantly pick one that the company made (unless it's true and your enthusiasm is bubbling over). Be honest. Don't be too eccentric and niche, and be ready to defend your decision.

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Question - 7:



What is "Lag"?

Ans:

In online gaming, the delay between the action of players and the response time of the server is known as 'Lag'.

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Question - 8:

Explain me what is Cloud gaming?

Ans:

In Cloud gaming, the game is hosted on a game server in a data center, and the user is only running a client locally which forwards game controller actions upstream to the game server.

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Question - 9:

Please explain how do you measure the success of your designs?

Ans:

A good designer should always be looking for feedback and opportunities to iterate. They should care about metrics like conversion rates, click-throughs, and user feedback even if they aren't measured by them.

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Question - 10:

Explain me what is PunkBuster? How does it work?

Ans:

To prevent and detect the software for cheating in online games, a computer program is designed known as 'PunkBuster'. It scans the memory contents of the local machine and prevents other software's from doing malfunctioning. In most modern games PunkBuster is used to keep out hackers or cheaters online.

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Question - 11:

Explain how do you feel about crunching?

Ans:

At smaller studios, this is the 64 million dollar question. My advice is to be 100 percent honest. If you won't crunch, say so now. It may well put you out of the running for a job, but ultimately that's a good thing. No, really, it is! If the company works a lot of overtime and you don't want to do it, then taking the job is going to be punishing for everyone.

Having said that, the last thing any interviewer wants to hear is, "I won't do it" because that predicates a perceived lack of involvement and passion (not that passion should equal overtime, but the perception of refusing to do something before you're even in the circumstances could be the difference between getting a job offer and having the company pass you up).

Phrase your answer in such a way that you don't sound confrontational with the interviewer. She doesn't want to get into an argument; she just wants to know where you stand. Understand that this question is meant to gauge, roughly, how you might fit into the company culture.

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Question - 12:

Tell me the steps to create a Vertex Buffer Object?

Ans:

You can create a Vertex Buffer Object in three simple steps

- a) Generate a new buffer object with `glGenBuffers()`
- b) Bind the buffer object with `glBindBuffer ()`
- c) Copy the vertex data to the buffer object

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Question - 13:

Suppose someone tells you to design something without any context. What do you do?

Ans:

Nobody likes it, but sometimes designers are asked to create something without a lot of context. A good designer can roll with the punches and find answers to their questions whether there's a detailed creative brief or not.

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Question - 14:

Explain me some of the HTML5 framework game engines?

Ans:

Some of the HTML 5 framework game engines are

- a) Construct 2
- b) Turbulence
- c) CAAT
- d) Phaser etc.

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Question - 15:

Tell us what games are you playing?

Ans:

If you plan to work for a video game company, you'd better be playing games -- and you'd better be able to demonstrate that.

It's good form to mention some games that are in the same genre as the games made at that company. It's even better if you mention playing some of the games that were actually made there. Again though, don't go over the top.

At the very least, play the demo of anything they've produced. You need to be knowledgeable about the genre, what you enjoy about it, and how the development of these games is affected by the genre (as much as you can be). So research the company before the interview.

How you answer this question can be a deal breaker or a deal maker for hiring managers. They want to hire people who are demonstrably passionate about the games their company makes. Saying, "I have a level 70 mage in World of Warcraft and a level 40 druid in EverQuest," to Blizzard makes the point that you are immersed in its product genre.

Demonstrating some knowledge about older games also shows you're grounded in game history, which is never a bad thing. The wider your knowledge base, the more you can forestall going down blind alleys in terms of implementation and design, which benefits everyone, and that's exactly what a company is looking for in its employees.

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Question - 16:

Explain me what brands do you most admire and how do they influence your work?

Ans:

This is a good opportunity to see whether a designer is abreast of current design trends and a good fit for your specific business needs. They should be able to articulate what makes a brand stand out, graphically speaking, whether that brand is directly related to your business or if it shares similar attributes.

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Question - 17:

Explain me your portfolio. Which pieces are you most proud of, and why?

Ans:

Every designer should be prepared to showcase their best work. Make sure you ask them to explain the problem each piece was meant to solve and how they accomplished that.

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Question - 18:

Explain what is Vertex Buffer Object?

Ans:

Vertex Buffer Object is a method for uploading vertex data to the video device for non-immediate mode rendering. Vertex Buffer Object is an OpenGL feature.

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Question - 19:

Explain me what are the main features of AndEngine?

Ans:

The main features of AndEngine includes:

- a) Android-Optimized
- b) Android 1.6 Compatability
- c) SplitScreen
- d) Network Multiplayer
- e) Live-Wallpapers
- f) MultiTouch
- g) Physics-Engine

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Question - 20:

Tell me what's your biggest weakness? Or, if I hired you, what would I regret about it in six months?

Ans:

This is a common question in all job interviews. There are generally two kinds of responses: the brutally honest and damning one ("I get upset with people who don't carry their load"), and the sycophantic one ("I'm a perfectionist").

What most employers are looking for is an honest answer that is followed up with an example of something you have done to work on your weakness. For example, you can say, "My workspace tends to become extremely disorganized," as long as you follow it up with, "but recently, I've put in a lot of effort to go paperless, and I'm extremely systematic in the way I manage my email inbox."

The other secret to this question is not so much in the answer but how long you take to respond. If you answer too quickly, you might be suggesting that you already know all your worst points because they are blatantly obvious and you've been told so many times. If you take too long, it will seem as if you're searching for an answer that sounds good, doesn't make you look bad, and is something the interviewer would be happy to hear. Again, it gives the perception that you are being ingratiating rather than honest.

By the way, the best answer I've heard is, "I don't know. What do you think I'd regret in six months if I worked here?"

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Question - 21:

Tell me why C++ language is more preferred for game development?

Ans:



- a) Game developer are more comfortable with C++ language as it is used for years
- b) SDKs for various platforms are C++ centric
- c) C++ gives more control than C and Java

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Question - 22:

Explain me how do you incorporate feedback into your designs? What's a time you received hard criticism for your work?

Ans:

You want to make sure you're selecting someone who can solve design problems, not create them. Great designers aren't precious about their work, and mature designers appreciate and incorporate constructive feedback.

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Question - 23:

Tell me where do you want to be in five years as 2D Game Graphic Designer?

Ans:

Personally, I love this question because it reveals if a prospective candidate has a plan at all or is just drifting from job to job as so many are wont to do. There's nothing wrong per se with people who drift along the currents, it's just that those with a plan (or at least a desire to move in a particular direction) are generally much more interesting people. Plus, they are almost always inherently more predictable, which is always a benefit for employers.

Having a desire to move forward helps everyone. It helps you measure your progress, and it gives the company a plan to help you get there.

Of course, it does depend on you knowing what you want. Most people tend to know what they don't want, but not necessarily what they do want, which is a problem -- particularly if you express that in an interview. Interviewers would rather have a list of things you want to attain rather than things you don't.

One optimal answer is, "Still working for you making games," but it smacks of sucking up, so I'd recommend saying something a little more generic: "Still looking for a challenge and putting in that extra effort to make great games."

The best response I've ever heard to that question was, "I want your job!" and the individual who said it to me indeed has my old job! But be wary of sounding confrontational.

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Question - 24:

Explain me how would you make the games you're playing better?

Ans:

You'd be surprised how often this question comes up, even if you aren't interviewing for a design position. Everyone wants a developer who has design sensibilities because it inevitably means she or he will be more involved and engaged in whatever is going on.

Knowing ahead of time how you might answer this question means you'll come off sounding like you've actually thought about a game in development terms. Game studios are looking for people who think as they play -- about what they're playing, how it's done, what could have been improved, and most importantly, what they can rip off.

One downside to adopting this mentality is that it becomes harder to enjoy a game for what it is, but that's an occupational hazard in all jobs.

Believe it or not, you can answer this question in an entirely positive way. However, if you decide instead to criticize a design or implementation decision in a game, be sure you have a solution to the problem too. It's not enough to moan about the final strider battle in Half-Life 2: Episode 2; you have to have an idea of how it could have been made more enjoyable, perhaps through easier car control, or not destroying all the supply stations so quickly.

If you decide to bash a game that the company where you're interviewing developed (and that takes courage; some companies will applaud you while others will diss you for not drinking the Kool-Aid), then ensure that what you're criticizing isn't something subjective but something that everyone has had a pop at. Be ready to back up the criticism with proof that it's an agreed-upon flaw, not just you being nit-picky.

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Question - 25:

Tell me what is "onsurfacecreated" in android game development?

Ans:

"OnsurfaceCreated" is called every time the drawing surface is created. This can happen when the application starts or when it becomes active after being sent to the background or when the orientation changes. After a context loss, all these events are triggered, so every asset will be lost and have to be recreated. All assets and application objects should be recreated at this place.

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Question - 26:

Tell me in Java game development: what does the animation thread class holds?

Ans:

The animation thread class updates the DrawablePanel for game logic and forces a redraw of the panel. It holds a reference to the Drawable Panel.

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Question - 27:

Explain me what are the problems you might face while developing game with Java?

Ans:

a) Garbage Collector : Non-deterministic memory management could be a problem

b) Lack of third party libraries: Most of the available libraries do not support Java. Java has huge class library built in but they are not game related

c) Not supported by game Console: Java is not supported by popular game consoles.

d) Smaller Community: Most game programmers use C++ , so if you are developing games on Java, you can expect least help from others as very few programmers can give you the solution for your query.

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Question - 28:

Tell me your creative process. What are the major steps?

Ans:

Every designer should have a detailed answer prepared for this. A good designer won't just jump in and start designing. Great designers begin by trying to understand the problem they're being asked to solve. Depending on the project, they might interview users or look through data to determine the best course of action. They should also allow for at least one round of substantive feedback and iteration before they submit their final designs.

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Question - 29:

Tell me what do you do on your own time to extend your skills?

Ans:

As a programmer, do you work on home projects? As a designer, do you doodle design ideas or make puzzles? As an artist, do you do portrait work?

Having hired many people in the past, one of the things I can speak to with authority is that those people who spend their off time working on discipline-related projects are the ones who are always up on current trends, have new ideas, are most willing to try something new, and will be the ones taking stuff home to tinker with on their own time. Now that shouldn't be expected of everyone, but the sad reality is that there is competition for jobs out there, and those who are prepared to put in the extra work are the ones that are going to be in hot demand.

Demonstrating that you learned C# over a weekend because you thought it was cool for prototyping is exactly the kind of thing a programming manager wants to hear. Suddenly your toolset expanded, and not only did it show willingness to do something without being told, it makes you more valuable.

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Question - 30:

Tell us about Objects in Blender?

Ans:

Blender is a 3D computer graphics software program for developing visual effects, 3D games, animated movies, and software. It is an open source program.

In Blender to manipulate objects, when you push "space" tab it will open a menu bar, from there, you can select the object of whatever size you want as a sphere, cube, etc. You can do many activities like add, delete, move, scale and even rotating the objects, once you select an object.

To merge two objects into one in Blender, you have to follow the following steps

- * Select both object in object mode
- * Now to join the object into one Press Ctrl+J
- * Enter edit mode and change it to face manipulation mode
- * Remove the surface or faces that will be joined with each other by pressing X
- * Switch back to Vertex Manipulation mode
- * Join the objects by selecting the corresponding vertices from each object and using F to create a new face
- * After pressing F, the two object will merge as a single object

You can also transform object using properties panel, you can use this method if your need is very specific. To edit the properties of your object you have to

- * Go to properties panel
- * Click the object icon
- You can transform the object by changing its properties in the rotation, location and scale tables
- To copy an object you have to be in Object mode, and then
- * Right click on the object that you want to copy
- * Press shift+D to duplicate it first
- * Right click on object to get out of grab mode without changing its location
- * After that press M to bring up the layer move popup menu
- * Click the button for the layer that you want to move it

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Question - 31:

Do you know what are the common errors done by programmer while programming?

Ans:

The common errors done by programmer while programming is

- a) Undeclared Variables
- b) Uninitialized Variables
- c) Setting a variable to an uninitialized value
- d) Checking equality using single equal sign
- e) Undeclared functions
- f) Extra Semicolons
- g) Overstepping array boundaries
- h) Misusing the && and || Operators

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Question - 32:

Explain me different methods used for storage in android?

Ans:

The storage methods used in android are

- a) Shared Preferences: Store private primitive data in key value pairs
- Internal Storage: Storage of private data on device memory
- b) External Storage: Storage of public data on shared external storage
- c) Network Connection: With your own network server you store data on the web
- d) SQLite Databases: In private database it stores structured data

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Question - 33:

Tell me what are the Android tools used for developing games?

Ans:

Various tools required for developing games are

- a) Eclipse: Integrated Development Environment (IDE)
- b) ADT- Android's Eclipse Plugin
- c) Android SDK-includes ADB
- d) Hudson- Automatic build tool

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Question - 34:

Tell me what are the models used to make money in gaming business?

Ans:

- a) Charge Per Copy
- b) Monthly Subscription
- c) Micro-transactions
- d) Pay-per-Play
- e) Ad-based
- f) Provider billing
- g) Merchandising
- h) Code Licensing
- i) Sponsorship

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Question - 35:

Please explain about your experience working remotely. What do you feel is important to make sure the work gets done efficiently?

Ans:

This question should give you some insight into a graphic designer's work style. Mentioning the importance of regular communication, organization, and accountability are good signs.

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Question - 36:

Tell me how do you work with collaborators like copywriters, developers, and project managers? Tell me about the final hand-off process?

Ans:

Great graphic designers are team players who ask questions and solicit feedback. A good candidate will feel comfortable collaborating with clients on a project. They should be able to recommend specific file types for review, source files, and deliverables to make the final hand off as smooth as possible.

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Question - 37:

Explain me what game would you make if money were no object?

Ans:

Everyone has a pet project they would want to make if they had the chance -- it's just inherent in the game developer psyche. This is your chance to expound on it, and the more realized your idea is, the more it will be seen as proof that you know what you're doing.

Taking an existing idea and adding, "but I'd make it cooler!" isn't the answer (the number of times I've heard Q/A staff wanting to become developers tell me they want to remake Counter Strike "but better" is staggering); it just shows you have enthusiasm, but no original ideas.

Bonus points if you can take an existing IP license and make a compelling argument for a game out of it. People who can actually do that are at a premium in our industry since most tie-ins, well, suck.

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Question - 38:

Explain me what will you bring to the team? Why do we need you?

Ans:

This is a general question that applies to all interviews. There are two ways to answer: the big answer and the little answer.

The big answer requires you to have some knowledge of how the company operates. Who does what? Your goal is to slot your experience, passion and skills (and if you are a student, your passion, skills, and desired career direction) into any holes the company may have -- and it should have some. Otherwise, why are they hiring?

The little answer is to name some of your previous experiences and best qualities and hope that's enough.

Care needs to be taken that a) you don't sound arrogant in assuming the company will die without you and b) you don't say negative things about the company. Statements like, "Well, you obviously can't do good Q/A. You need a good Q/A manager," are likely to go down like a lead balloon. Frame your answer to suggest that you would bring extra expertise, and therefore improvement, to something that's already in place.

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Question - 39:

Tell me why do you want to work here as 2D Game Graphic Designer?

Ans:

(This question implicitly includes, "Why do you want to leave where you are?" if you're currently employed.)

This question is an open opportunity to show you've done some research on the company where you're interviewing. All companies and interviewers are flattered when the interviewee knows who they are, knows what games they make, and wants to be a part of their experience. Do your homework and put on a good show!



Don't say things like, "I need a job," or "I need to move to Sacramento." Instead, pick a few things that are germane to the company in question. The more specific your reasons are tied to the company, the better. "I want to work on FPS shooters" isn't as good an answer as "I want to work on Game Franchise X because I played the first two games and still see potential for future growth of the product." It's sycophantic, yes, but interviewers are as prone to flattery as anyone else -- although don't give that as your only reason.

When explaining why you want to leave your current job, the trick is to not be negative. Pick a couple of points that are inarguable, for example, "There was no career development" or "They weren't working on the kinds of games I'm interested in," rather than "Their management is clueless and they are going to die soon." The game industry is a small community -- you could very well be talking smack about your interviewer's close buddy.

If you were let go or fired, it's better to say something like, "We decided to part ways," or "It was my time to leave," rather than go into too much detail, unless directly pressed. In that case, the interviewer probably already knows what went down and is just looking to see what you'll say. Answer the question quickly and without negativity, and move on. You want to leave a positive impression.

[View All Answers](#)

Question - 40:

Tell me what are the gaming engines you can use for developing games?

Ans:

The different gaming engines you can use for developing games are:

- 1) AndEngine
- 2) Rokon
- 3) Libgdx
- 4) Android-2D-Engine
- 5) jMonkey Engine
- 6) Cocos2D-Android

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Question - 41:

What is a game loop?

Ans:

For any game development game loop acts as a central component. To make necessary updates and to check the changes in the game, loop is useful. Graphics, movement, controls etc. all rely on the game loop.

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Question - 42:

Tell me in Android, how you can use load texture method to load the image?

Ans:

The load texture method will take in an image pointer and then load the image into a stream. The stream will then be loaded as a texture into OpenGL.

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Question - 43:

Tell me how good Bitbucket/Github is for game development?

Ans:

Bitbucket is a code hosting service and not a file sharing service. It is compatible for small size game development, but if you are handling extremely large files or frequently changing binary files Github would not be useful. Bitbucket can't display differences on binaries

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Question - 44:

What is "Pixel Art"?

Ans:

A digital art which is created by drawing individual pixels in an image rather than rendering a 3D model is known as "Pixel Art".

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Question - 45:

Tell me what is the basic structure for developing a game?

Ans:

The basic structure for developing game is

- a) The game interface
- b) The implementation of the interface
- c) The game source code

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Question - 46:

Explain me how do you meet tough deadlines? Tell me about a time you completed great work under pressure?

Ans:

Good designers are thoughtful and thorough, but you also want to make sure they know how to prioritize and work well under time constraints.

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Question - 47:

Do you know what qualities and skills should a good graphic designer have?

Ans:

This is a great opportunity to see how a designer thinks of their profession. "To create great designs" is not enough. A good designer will be able to articulate how their designs communicate your brand's vision and solve practical problems.

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