Mobile Apps Designer Job Interview Questions And Answers

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Mobile Apps Designer Interview Questions And Answers Guide.

Question - 1:

Tell us what kind of smartphone do you use?

Ans:

This is a no brainer! You're going to be developing apps for mobile so your smartphone is one of your main tools. I bet you're not going to have any problem answering this but it will be good that you demonstrate familiarity and knowledge on how to use more than one OS and brand.
View All Answers

Question - 2:

Tell us what kind of special features can you create?

Ans:

Apps rarely grab consumers' attention without truly innovative and useful features. Figure out the bells and whistles you'd like and then assess your developer's capabilities. For example, can your candidate add 3-D gaming, social media sharing, GPS check-ins or product coupon elements to your app?
View All Answers

Question - 3:

Tell us how do you incorporate current design trends in your work?

Ans:

This question should help you see how thoughtful a designer is. Good prospects should be up-to-date on the latest design trends and able to articulate how they've used those trends in their recent work while putting their own spin on them.
View All Answers

Question - 4:

Tell me do you have any project in development at the moment?

Ans:

Show interest on what they are doing, discuss some details and make some relevant suggestions about their projects.
View All Answers

Question - 5:

Tell us how will we communicate during the development process?

Ans:

The quality of your app often depends on how clearly and often you communicate your app design and functionality requirements throughout the development process.
View All Answers

Question - 6:

Tell us how do you handle pressure and tight deadlines?

Ans:

Good designers are thorough and thoughtful, but they should also be able to prioritize and deliver assets under pressure.
View All Answers

Question - 7:

Explain me about some of the disadvantages of both Android and iOS?

Ans:

If you are developing an app for an specific platform, you are expected to know which are the disadvantages of that platform. Here you can mention the technical issues you have found when developing for each platform, and also the ways to solve those problems. It's important that you're specific and provide examples.

View All Answers

Question - 8:

Do you know what are the disadvantages of automated testing?

Ans:

Automated testing does not represent reality. Real time testing helps you to check for yourself how an application behaves on a particular device. If the automated software does not have access to a particular device, you may miss out on that. Moreover, comprehensive app testing programs are expensive. Last but not the least, all the areas of testing cannot be automated. Ensure that you have all these points in mind, and your interview should go well no matter what.

View All Answers

Question - 9:

Tell me have you created an app that's in the iTunes or Android store?

Ans:

The surest way to display your experience is through your own app on one of the mobile app storefronts. If you have that, you have instant credibility since you not only know mobile application development, but the process to submit and get an app into iTunes or other stores.

View All Answers

Question - 10:

Tell me what do you understand by comparison testing?

Ans:

This is a question that looks difficult but is framed in such a manner. Comparison is nothing but comparing your application with that of your competitor. All that you would do during comparison testing is to compare the app you have developed with that of your competitors'. You could compare the speed, quality, user interface, quality and other parameters as decided by you or your client.

View All Answers

Question - 11:

Tell us how effective is Google's material design for the user interface?

Ans:

Material design is a visual information provided by Google, it includes elements and principles of good design, the colors to use in the various sphere from science and technology. Answering this question will provide the updated information a designer has in the domain of visual design and information. How effectively that information can be used for the benefit of the product.
Sharing the opinions and thoughts on the various platforms of mobile and website domain, its effectiveness in design and how relevant it is in the world of design.

View All Answers

Question - 12:

Tell me what kind of smartphone do you use?

Ans:

This question can provide insight into how passionate and knowledgeable a candidate is about specific mobile platforms, Thawar says. "If you're telling me that you can build an app for an iPhone, then you should have an iPhone, you should be playing with the apps that you are building and also playing with other people's apps on a very regular basis." The same goes for Android and BlackBerry.

View All Answers

Question - 13:

Do you know how will 3D Touch technology from Apple change the interface?

Ans:

Force Touch technology does not enable truly new gestures, it is simply an extension of gestures we are already familiar with. It will help designers and developers to add a Z-axis in order to provide more depth of information on a top layer without touching or overcomplicating the Information Architecture underneath.

View All Answers

Question - 14:

Explain me how do you compress your images to optimize performance?

Ans:

Most designers like to work with high-resolution images, but this can create problems for users on older computers or who have anything less than a blazing fast Internet connection, and ultimately hurt your SEO efforts. Designers can avoid this by compressing their images (reducing the resolution and shrinking the file size without altering the dimensions). This can easily be done in Photoshop, but other web tools exist as well.

View All Answers

Question - 15:

Tell us how you see yourself as a UI designer in coming future?

Ans:

The future of UI design is immense as the world is shifting more and more towards internet life, from computers to mobile phones. Each day new technology is

coming up which is making the life easier for the people. As a UI designer, this question is important to answer as to how do you see yourself in coming future. This is another question for the employer as they can learn about it if you are planning to switch jobs and companies or for how long you intend to be part of the employer. The clarity of your future gives a clear idea to the employer about your dedication, hard work and efforts you are willing to put in your work and how much of a risk taker you will be.

View All Answers

Question - 16:

Where do you see yourself 5 years from now as Mobile Apps Designer?

Ans:

Interview questions cannot get more cliched than this one. Nevertheless, they are still asked. Your focus should be on revealing that you would like to remain updated with newer software programs, languages, app designing skills and continued learning.

View All Answers

Question - 17:

Tell me how do you manage the difference with your UX designer?

Ans:

Every team or even no two people can have the same opinion about something. As a UI designer, it is crucial to work in a team and be a strong team player, but it is natural that differences crop up in a team. Generally, the differences tend to come up a lot between a UI and UX designer in a team, since both have a different perception of their work and they want to be the alpha in the team.
Therefore, it is important for the employer to know how the designer will manage the differences that will come up. The process of communication with the team and effectiveness of the same matters the most. So as not to hamper with the result and finding the best solution for the problems.

View All Answers

Question - 18:

Tell me how do you handle security issues?

Ans:

Security is always a very delicate subject especially when talking about mobile devices. Show your knowledge about security and expose your ideas about how to minimize security issues in the app they are creating. Get informed, was there a recent attack to a specific type of software? Mention it and be prepared to explain how you would have solved it.

View All Answers

Question - 19:

Tell us what is your expertise as a UI designer?

Ans:

There is always one area where a UI designer is comfortable and really good at it. The kind of client and the kind of media they work the best is like the mobile app or websites. Rather than mentioning only one area of expertise, it is good to discuss the past experience or projects where the work was new and was able to reach the desired results. These days employers are looking for versatile employees who can multi-task and has the capability to crack the difficult project. Hence, it is best to share your knowledge but best not to restrict yourself. Share what is close to your heart and what keeps you interested the most.

View All Answers

Question - 20:

Tell me why did you choose designing as a profession?

Ans:

This is a question that is so cliched that it does not require to be on the list of cliches either. Nevertheless, this is also one of those questions that leave many app developers and testers dumbfounded. Take a moment's deep breath and think. Why did you choose to be an app developer? Well, because it is exciting, and you always learn something new and you get to be creative. This is what an app tester or developer's job is all about. Your recruiter just wants to know if you are happy about your profession or you are not. If you are, then show it to them that you are. It is as simple as that.

View All Answers

Question - 21:

Tell me what is the average working day of a UI designer?

Ans:

As a UI designer, they are one of the crucial members of a team built by UX designer, developer and much more. While answering this question, one need to mention how a day begins with discussing with the team about the work, problem, key areas to focus on. This will provide an idea that a UI designer is a team player and is in constant touch with their team to build an effective design.
They need to mention about how they visualize the idea and how to plan to achieve it. Understanding the limitations and the concerns in the design, especially after discussing with the UX designer. How they plan to tackle these issues with an effective result. Also, don't forget to allot some time in your day, to read about the newer developments happening in the industry.

View All Answers

Question - 22:

Tell me what are micro-interactions and why should we use them?

Ans:

Micro-interactions are small, visual enhancements (for example, an animation or a sound) occurring around a use case. These scenarios may include completing a transaction, flagging an item, or prompting a pop-up message. Such interactions are subtle, but they differentiate the product by pointing the user's attention to the right element.

Micro-interactions may be leveraged as a signal to prompt the user while accomplishing a task (adjusting a setting, for instance), thus creating a small piece of content such as a pop-up message. Apps with well designed micro-interactions are considered easier to use, more fun, and more engaging by their users.

View All Answers

Question - 23:

Tell us how do you design with website performance in mind?

Ans:

Your web developer will be responsible for most of the performance optimization on your website. And there are a lot of ways to optimize a website's performance. However, your designer should definitely mention compressing images to reduce loading times. (Studies show that long page loading times can drive visitors away. Your bounce rate is the number of people who go to just one page on the site and leave immediately. It's widely believed that Google factors bounce rates into its results, so fast loading times and low bounce rates are important for SEO.)

Other topics to consider are what sort of mobile design to use (responsive sites vs. an entirely separate mobile site), making sure pages load progressively, and limiting the number of fonts on a page. Good designers may also talk about working directly with your developers and communicating frequently during the implementation process.

View All Answers

Question - 24:

Do you know how can my app make money?

Ans:

If your primary goal is to generate revenue with your app, the developer needs to know exactly how to build in features that will allow you to make money. You could opt for a pay-per-download revenue model, charging, say, between 99 cents and $4.99, depending on how many features your app offers.

If you opt for a free app, be sure the candidate is well versed in how to integrate mobile display ads, in-app purchases or paid subscription services.

View All Answers

Question - 25:

Do you know how does one manually test the performance of a design?

Ans:

Well, this is what we do all the time, if we are not running those fancy app testing tools. In an open device lab or a private one, we use stop watches and perform certain actions to check if it loads fast. Or, you may even go ahead and say that you mentally calculate the time if you do not have access to a stop watch on your phone (which is next to impossible). The bottom-line is, this is one of the questions that is asked for the sake of asking. You must stand your ground and not be overcome with nervousness or fear.

View All Answers

Question - 26:

Tell us when designing for a diverse set of users who will engage with your products, what do you need to consider?

Ans:

Along with device platform guidelines, the designer should consider accessibility guidelines for a range of users. Design for people who are young, old, power users, casual users, and those who just enjoy a quality experience. Embrace these accessibility guidelines as you would any set of design constraints. They are part of the challenge of creating amazing products.

View All Answers

Question - 27:

Suppose when you receive feedback from a client, how do you incorporate it into your designs? Tell me about a time you received harsh criticism for your work?

Ans:

Your goal should be to find someone capable of solving design problems, not someone who creates them. Great designers shouldn't resist making changes to their work, and mature designers appreciate and incorporate constructive feedback.

View All Answers

Question - 28:

Explain me why are application icons so important for an application and what should be considered when designing the icon?

Ans:

Beautiful, compelling icons are a fundamental part of a good user experience. Far from being merely decorative, icons play an essential role in communicating with users. Focus on a unique shape; some icons have many colors or they feature gradients, but they all start with a simple shape. That allows them to be recognizable at a distance and at a glance. Icons are seen in a range of different sizes. They are large in the App store, get small on the home screen and even smaller in the notification centre and in groups. Make sure your design scales well and is clear at any size.

The designer should also test the icon on different wallpapers; while it might look great against a traditional backdrop, iOS raindrops for example, there's no guarantee it looks great on all wallpapers. And try grouping your designs into folders to evaluate how they look.

View All Answers

Question - 29:

Tell me have you participated in the creation of any app that is available in the iTunes or Android stores?

Ans:

This is where you show off your work and talk about your experience. Point out the role you played in the development of each project and the difficulties you encountered when creating it. If you haven't yet developed any professional app yet, you can show off the apps you have developed on your own or as school practices. It is a great idea to create an open source app before you apply for jobs.

View All Answers

Question - 30:

Explain me your design process. What steps do you take and how involved should your clients expect to be?

Ans:

This is an opportunity for the designer to show you how they approach their work. You want to look for evidence that a candidate thinks hard about the problem they're trying to solve, and that they are committed to seeing the design through to the end. You also want to make sure that as a client you have opportunities to review the work and give feedback.

View All Answers

Question - 31:

Please explain about a time the scope of a project changed midway through. How did you respond?

Ans:

Nobody likes it when the direction or scope of a project shifts, but it happens. How a professional responds in this situation will tell you a lot about what they're like to work with.

View All Answers

Question - 32:

Tell me what is the difference between priority and severity?

Ans:

Severity refers to the consequence of a bug or a fault within an application and how serious that fault really is. Severity is something that an app developer must always be aware of. It tells a developer how serious a bug is when it comes to an app's functionality. On the other hand, priority refers to how important a bug is with respect to customers.
For instance, Apple may one day realize that its Calendar application has certain bugs that are high in 'severity'. The users may not realize it, but the Calendar app on the iOS platform may have certain security issues. On the other hand, when iPhone's battery heats up after a software update, it is high on a customer's priority. One cannot say which one is more important than the other.
One can rather put it this way: as an app developer, you must constantly be looking for a bug's severity, whether you receive complaints or you don't. On the other hand, peering through all the consumer feedback helps you to assign priority to certain bugs.

View All Answers

Question - 33:

Tell me what's an example of a project where you disagreed with the client's feedback, and how did you handle it?

Ans:

Good designers should be able to defend and support their work in a professional, respectful way. You want designers who believe enough in their work not to be steamrolled but also who won't be difficult to work with or refuse to adapt.

View All Answers

Question - 34:

Tell me when a client asks you to design a website, what are the first questions you ask?

Ans:

This question is designed to give you insight into the web designer's thought process. A good designer doesn't jump in blindly; good questions include "What isn't working on the current website?," "Who is the target audience for this project?," or "What are you optimizing for?"

View All Answers

Question - 35:

Tell us should we use gestures in our mobile application and how will they affect User Experience?

Ans:

With the integration of gyroscopes and motion sensors, smart devices are able to detect movement. With this, the interaction between the user and the device extends beyond the click and tap, bringing real-life gestures to the screen.
Users are intuitive about gestures. When asked how to delete an item, users tried to move the item out of the screen regardless of age, sex and gender. Enhancing the user experience with fewer taps or scrolling allows applications to become more interactive.

View All Answers

Question - 36:

Tell us what do you need to consider when designing for iOS, Android or any mobile platform?

Ans:

When people are about to use something, they have already expectations (we call them mental models). For example, most users will buy a certain smartphone because they like the design principles behind its operating system, the appearance, or how the device works. So, the most important thing to consider when designing for iOS, or other mobile platform, is to consider vendor guidelines. While developers need to stick to vendor guidelines, the basic logic behind each application should be identical, regardless of vendor.
Designers should not try to reinvent the wheel by implementing some unexpected elements within the application. In order to provide an extraordinary experience, designers should experiment with improved user flow and interaction design. In the application industry, this is a standard; Apple does it, Google does it, and Microsoft is no exception.

View All Answers

Question - 37:

Tell me if not for app testing/developing, what would you have liked to do?

Ans:

Again, this one is a malignant question in the clothes of a benign one. If you choose to reply with a career that is vastly different from your own, you will endlessly engage in a conversation that may reveal your weaknesses. Instead, admit that you really like what you do, and if you had to choose something else, it would be something closely related to your existing profession.

View All Answers

Question - 38:

Explain me what are the information requirement before working on the user interface?

Ans:

UI design is a team-based work and cannot function best on its own. Before beginning the work, the designer should know what are the information they might require from a UX designer since UX and UI designs are integrated to each other and one cannot function without the other. The user experience data is based on research and analytics, including surveys, usability test. This data helps for a UI designer to know the problems faced in the interface interaction focusing on the key areas and resolving those issues.
This answer will provide an edge to the UI designer during the interview as the employer will learn about the designer as a team player who is keen on taking feedback from others in an effective way.

View All Answers

Question - 39:

Please explain what your process is like when working remotely. What do you feel is essential to ensure a project is completed efficiently?

Ans:

This question reveals a web designer's work style. You should expect the right professional to emphasize the importance of organization, good communication with relevant parties, and accountability.

View All Answers

Question - 40:

Do you know what are the main differences between desktop/web app development vs. mobile app development?

Ans:

Different screen sizes and resolutions, variable connection speeds, battery consume, memory limitations... mention the problems inherent to mobile devices and go technical, show the hiring manager you truly know how to manage them.

View All Answers

Question - 41:

Tell me how to design an intuitive user-interface and still achieve the "Wow!" effect?

Ans:

Intuitive means easy to understand or operate without explicit instruction. The designer should always use different visual treatment for icons that are "tappable" and icons that are used as indicators and are "non-tappable." Once a coherent system for distinguishing tappable from non-tappable icons is in place, the designer needs to follow it throughout the mobile app. In order to achieve the "WOW effect," the designer should play around with unique shapes (for example custom made icons), animations, and then present them in a whole new way.
For example, the paper plane is now widely recognized as the "Send" icon. When it was first introduced, it was probably a little bit confusing for a user. "What is this paper plane? What does it have to do with email?" In many applications, the "Save" icon is an image of the extinct floppy disk. A life buoy icon could be used, instead. Once users understand or discover the meaning of a new UI element, it becomes "intuitive" the next time.

View All Answers

Question - 42:

Tell me when designing a new application, what are the most important questions you need to know?

Ans:

* What is your app's main goal?
* What are the most important sections in your app? How many are there?
* What kind of actions should be available to the user throughout the app?
* Who is your direct and indirect competition, if it exists?
* Which features and functions do you want to include in your app?
With the answers, the designer should be able to start searching for the best design pattern for the new application. Maybe the best question to ask when starting a new design would be: "If you came home angry and stressed out, looking to buy a cinema ticket, how you would like to application to work?"
The same question can be adjusted to any real-life situation and mobile app. If the application design works when the user is frustrated, then the application is probably well designed.

View All Answers

Question - 43:

Tell me how many fonts are recommended and what is the best practice with typography while designing mobile applications?

Ans:

Reducing the number of fonts on a screen can reveal the power of typography. Instead of using different typefaces and leveraging different characteristics (e.g. italics, bold, semi-bold), different font sizes can better differentiate discrete areas of content. Embracing a singular typeface across an entire app drives consistency not only for branding but also across channels - e.g. app, mobile site, website - thus optimizing the mobile elements across the omnichannel experience. Also, users prefer the simplicity of having one typeface while scrolling for relevant content.

View All Answers

Question - 44:

Tell me what's the importance of user interface/user experience (UI/UX) in mobile application development?

Ans:

User interface and user experience are key to successful mobile applications, so expect a lot of UI/UX questions. State your opinions and tips on getting the most out of the mobile's interface. You may point out which apps you think have a great UI and which ones don't. Also, some recruiters may ask you to quickly draw a scheme of an interface -be prepared to do it.

View All Answers

Question - 45:

Tell us how do you make sure that the developers understand your designs and implement them correctly? What formats do you typically use for handing files off for development?

Ans:

You want to make sure that the designer is at least familiar with the principles of web development so that they do not inadvertently create a development bottleneck. Beware of designers who just want to hand off their work and call it a day. They should also be able to work with developers to deliver their designs in the agreed upon file format and level of specification. It might also be a good idea to negotiate an agreement to modify the designs if the original turns out to be unfeasible or there are difficulties implementing it.

View All Answers

Question - 46:

Tell us the previous applications you worked on and your level of involvement?

Ans:

Even if you have an app in one of the stores, you've got explain the roles you played in previous projects. Explain your role in the process, including the different application platforms you've worked on, methodologies, data management, algorithms and other applicable technology concepts.

View All Answers

Question - 47:

Explain me your challenges as a UI designer?

Ans:

The answer needs to mention the core concerns that a UI designer faces in day to day work. UI design is quite a challenging time because every day something new is coming up in the web world and keeping up with that regularly requires immense attentiveness to the information. A new button, link, scrolling, icons which keep the user interested. Knowing what will attract the user and keep them hooked to it regularly is one of the biggest challenges they have. A UI design talk never goes without talking about web forms.

Understanding what will work best is of utmost important. The client differences is a challenge which every designer face. Talking about how these differences are bridged keeping in mind the client requirement along with the design value and aesthetics of the product.

View All Answers

Question - 48:

Explain me what is the app you think with a good UI design?

Ans:

Answer this question mentioning about the apps which have specifically caught your eye and it is not necessary that they are to be popular. What is special about it, what are the features, colors, the design aspect you like in it and justify with the logical reasoning as to how all of it works for the best. What will be your opinion on it and mentioning the synchronicities of all those elements that makes it the best visually.

This answer should tell the employer as to what kind of feature and attributes are your personal style and how as a designer you will be incorporating it into the work while maintaining the individuality of the brand.

View All Answers

Question - 49:

Explain me an example of a popular user interface and how will you redesign it?

Ans:

There is always a better solution to an existing design and at every given step it has the possibility to improvise and make it better. Taking an example of an existing popular user interface with the issues and concerns a designer sees in it. Listing out those concerns and then mentioning the possible solution to make it far better than the existing design. More than a designer it shows the business acumen of a designer who can think from the perspective of an end user.

View All Answers

Question - 50:

Tell us what are your other interests?

Ans:

This is a benign question and should be treated so. Do not make up lies that you go home and begin to test applications. Showcase your versatility and exuberance for life. Admit that you like to go hiking, read books, listen to music, enjoy a play or go to the opera. The idea is to inform that you are not a bot that tests applications. You are a living and breathing human being who has a life of their own. And that answer will be very well appreciated.

View All Answers

Question - 51:

Tell me which platform do you like the best?

Ans:

This is one of those questions that is posed rather benignly but hides a malignant intent. If you answer either iOS or Android or another mobile platform, you will

have to explain why you do not like the other platform so much. You must rather answer saying that it is up to the client to decide which one is more suitable for them and if you had to choose one, you would look at the target audience and user base. Now, recruiters will not like an answer like that. In such a situation, answer honestly and pick the one that you have most experience with. You can explain and substantiate your choice by saying you have more experience with platform X than platform Y and that is the reason why you choose the former over the latter.

View All Answers

Question - 52:

Tell me how do you understand QA/QC?

Ans:

The answer to this question lies in the question itself. QA/QC is a combination of quality assurance and quality control. You may now be confused about the difference between the two. Quality assurance (QA) refers to the process of measuring and assuring that a certain level of quality of a product (in this case, an application) has been met. Quality control (QC) refers to the process of meeting consumer expectations.

With quality control, you will need to focus more on user experience and with quality assurance, you must focus more on bugs, errors and other functional aspects. The two are related to each other and are not mutually exclusive. Quality assurance is process oriented and focuses on the importance of developing a software program and preventing errors that may occur in future. Quality control on the other hand focuses on the application itself and ensures that the final application is user-friendly.

View All Answers

Question - 53:

Tell us what is the app you think with a bad UI design?

Ans:

Sometimes an employer can ask about your opinion on a bad design instead of asking about the good design. One must need to know about the bad UI design in their opinion. The UI designer should have a strong opinion as to why they think it to be a design which is not user-friendly.

This question answers two very important aspects about the designer, firstly, how a UI designer thinks and what are the important aspect for a designer to know the value of the button, scroll bars, signs and process involved in the design. Letting know the employer about how a designer perceives the problem. Secondly, how the designer thinks about the user. Reasoning with the issues as to why the end user will not be able to work through it effectively will show your problem-solving capabilities.

View All Answers

Question - 54:

Tell me what in your views is the future of UI design?

Ans:

Keep yourself up to date with the upcoming trends in the user interface field before answering. Because it helps the employer to know how truly dedicated, passionate and knowledgeable you are in the field and how proactive you will be in your approach to stay ahead of the competitors. Therefore, learn about all the interesting buzz and hot trends in the market.

Best is to read about micro-interaction, layered interface and agnostic information flow, from what it is, how it works, what is its significance and what are their future implications. Let the employer know the level of commitment and interest you have in a user interface and how your approach as a designer is different from others.

View All Answers

Question - 55:

Tell us what you love most about UI design?

Ans:

This is the most simple question and a crucial one to answer. With this question, the employer will get to know the motivation and the drive for you to be in this area of work. As a UI designer, what are the crucial aspects you like about it from user testing to designing new layouts and creating interesting visual language, anything which can hook you up in it will be the best answer.

UI design is not an art, it requires not only design acumen but a business mindset to deliver the best results. While answering this question, ensure to back them up with relevant and strong examples and reasoning as to why a specific part of UI design attracts you. Include how you ensure to keep up to date on it and how you intend to improvise on to make it better day by day.

View All Answers

Question - 56:

Tell me your experience migrating mobile apps to different platforms?

Ans:

Mobile app developers need to be experienced not only with different languages for different mobile platforms, but also know how to reconfigure or migrate to different platforms.

View All Answers

Question - 57:

Tell me how did your last two projects go?

Ans:

This question is designed to give you a sense of what the designer is like to work with. If the professional tells you that their last several experiences were less than stellar and that their clients demanded too much too quickly, or that the client didn't appreciate their designs, that's a flag that they may be difficult to work with.

View All Answers

Question - 58:

Tell me what milestones do you recommend for this project?

Ans:

Good designers should feel comfortable committing to milestones so you can make sure you're on the same page, review their work, and stagger payments as objectives are completed. This is especially helpful for larger projects. It's often a good idea to break them up into phases or smaller pieces and pay as each milestone is reached, especially if you haven't worked with the designer before.

<u>View All Answers</u>

Question - 59:

Tell us do you do code reviews?

Ans:

One of the fastest ways to grow as a developer is to have other people read and comment on your code. Frequent code reviews mean the team is committed to getting better.

<u>View All Answers</u>

Question - 60:

Tell us do you have any experience migrating an app from one platform to another?

Ans:

Most apps must be available on more than one OS, so experience reconfiguring or migrating an app from one platform to another is a very valuable treat. Tell about your experience in this field and detail the apps you have reconfigured and the solutions you have found to do it. If you don't have any experience, expose the reasons why you think you are technically prepared to do it.

<u>View All Answers</u>

Question - 61:

Tell us 3 of your favorite mobile apps?

Ans:

If you've chosen App Developing as a career, chances are you're always in the know of the latest apps. The recruiting manager will expect you are always trying out and testing different apps and you have a solid criteria about what's well done and what should improve. Be sure you take some of your favorite apps on your smartphone, be prepared to talk about them from functionality and developing context.

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Question - 62:

Explain me three Components of the "Wow!" Factor?

Ans:

If the designer is limited by brand guidelines, the "Wow!" effect can be achieved in other areas.
Let's imagine that we have a beautiful and expensive pen. But if it doesn't write well, we will probably abandon it and go for an ordinary pen that suits our purpose. Fancy, eye-catching design cannot always help an ineffective product, so we must always think about designing an experience that pleasantly surprises the user by helping him to achieve the intended task faster and efficiently.
It is important to note that "Wow!" factors depend on the concept from the UX/visual designer being well executed by the programmer.

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Question - 63:

Which Should You Choose? Native, Web App, or Hybrid?

Ans:

To summarize, native apps, hybrid apps, or web apps cater to the needs of the mobile user. There is no best solution; each has its strengths and weaknesses. The choice depends on each client's unique needs.

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