Physical Product Designer Job Interview Questions And Answers

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Physical Product Designer Interview Questions And Answers Guide.

Question - 1:

Tell me how does my design behave in the process?

Ans:

Producing good and constant quality at reasonable cost is what injection moulding is all about. Plastic components must be designed with the process in mind. It is therefore important for the designer to understand what happens in the mould during the production cycle. A few basic principles and some imagination are all that is needed for elementary flow and cooling analyses. How does the melted plastic flow, where does it (prefer to) go first? What happens when the material cools? How do the effects manifest themselves in the product and how should they be considered in the design? There is always some deviation in the process.

View All Answers

Question - 2:

Explain me about a project you've completed that has made you the most proud?

Ans:

You want to determine if the type of client work your agency does will make this designer feel fulfilled in his work. You should screen for someone who will be a long-term fit, and this means you might not want to hire someone who finds value in having his name attached to work or is more interested in becoming a famous illustrator or artist. You want to find someone who is truly excited by the idea of solving brand problems through design.

View All Answers

Question - 3:

Tell me who in the industry do you follow and read?

Ans:

Don't fudge this question! Find some members of the design community now that you admire and start readingâ€Š-â€Šthere are a lot of incredible designers out there to source inspiration. If you don't have a list, check out LinkedIn, Medium, Twitter or design blogs to get started. If you're feeling brave, reach out to members in the community and begin to cultivate a relationship. It's remarkable how friendly people in the design circle can be.

View All Answers

Question - 4:

Tell me how do you get inspired?

Ans:

Sometimes it's good to stop doing design or whatever it is you're doing and just shut your brain off. It helps you take a step back.
Nature is pretty inspiring. It removes me from the screens I'm glued to all day, and it's just natural and beautiful.
Traveling, seeing other cultures, new cities, and meeting different people helps keep my mind fresh too. When I visited Japan, there was so much to inspire me from the balance between traditional and modern parts of society, to Japanese textile prints and even the 'cute' culture. Life sort of becomes a visual library full of fodder for new ideas.

View All Answers

Question - 5:

Tell us why do you want to work at [company x]?

Ans:

I like to talk about the company from a design perspective. Focus on mentorship, design culture, co-workers and the type of design challenges the company is currently facing. Make it personal and demonstrate a vision. Being able to talk about how the company melds with your past and how it will elevate you to where you want to be in your future shows a clear understanding of what you want and how to get it.
When I was applying for full-time jobs, I had just left a contract gig where I was the sole designer. I knew that I was looking for something differentâ€Š-â€Ša place where I could be mentored, level up in a thriving design culture, and solve problems at scale. I found companies that fit my focus and demonstrated how I was aligned with the team.

View All Answers

Question - 6:

Tell me how do you define UX/design?

Ans:

Focus on crafting a unique and specific definition that sheds light on who you are as a designer. Use this also as an opportunity to tell a story that provides context for your design perspective. However you define UX, make this a chance to add something personal.

I focused my definition around empathy and the importance of understanding the people I'm designing for. It allowed me to touch on my background in psychology, allude to past experiences I had doing anthropological research, and brought to light the importance of designing human-centered experiences.

View All Answers

Question - 7:

Tell us what are the differences between hardness, strength and stiffness?

Ans:

Understanding mechanical loads and being able to choose the most suitable materials and design structures in response requires the theoretical and practical knowledge of physics. If you are planning to outsource design services, you can test candidates by asking them to define the difference between strength, stiffness and hardness. If they are unable to do that it is best not to proceed no matter how simple the product is. Technical understanding is the backbone of good plastic design, but it is worthless without the ability to apply it in practice.

View All Answers

Question - 8:

Explain me about a project that you're most proud of?

Ans:

This is a tricky question because it puts candidates at ease, which, in turn lets the interviewer ask follow-up questions that dig into process, thinking, and interactions with other team members. It allows the interviewer to assess the candidate's depth and skill without directly asking about it. As a result, it's best to keep your answer truthful and clear. Don't exaggerate your contribution to a project.

View All Answers

Question - 9:

Tell us what are the strengths and limitations of the plastics I use?

Ans:

The spectrum of different plastic grades seems not only confusing but also indefinite. If you look at the plastic components produced by an average company, however, it is likely that 95% of them are made of roughly 8-12 different plastic grades. The understanding of different materials begins with comprehending the difference between amorphous and semi-crystalline plastics. Knowing the strengths and limitations of 5-8 different of each will take you quite far. Which ones they are depends on the business area you are in. Seen from this angle, the world of plastics is not as complicated as it may seem.

View All Answers

Question - 10:

Which compression coding scheme of vocoder in GSM has a provision of 13 kbps voice bit stream by allowing the transmission of eight telephone calls concurrently in a single 200-ku-wide channel?
a. Regular Pulse Excitation Linear Predictive Coding
b. Residual Excited Linear Predictive Coding
c. Both a and b
d. None of the above

Ans:

Both
a. Regular Pulse Excitation Linear Predictive Coding
b. Residual Excited Linear Predictive Coding

View All Answers

Question - 11:

The physical properties of a good product material are
a) density
b) melting point
c) specific heat
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: Physical properties include density, melting point, specific heat, thermal and electrical conductivity, thermal expansion, and magnetic properties.

View All Answers

Question - 12:

Which among the following can be used to analyze the frequency response of a room?
a. Spectrum Analyzer
b. Pink Noise Generator
c. Both a and b
d. None of the above

Ans:

c. Both a and b

Question - 13:

Sustainable manufacturing is required for
a) conserving resources
b) proper maintenance
c) reuse
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: The concept of sustainable manufacturing emphasizes the need for conserving resources, particularly through proper maintenance and reuse.

Question - 14:

Which type of solderability testing is carried out for the generation of solder sample due to immersion of wire or sheet metal specimen in a bath of molten solder?
a. Solder Bath Testing
b. Meniscus Rise Testing
c. Solder Iron Testing
d. None of the above

Ans:

b. Meniscus Rise Testing

Question - 15:

The life cycle of a product includes
a. extraction of natural resources
b. processing of raw materials
c. manufacturing of products
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: The life cycle involves consecutive and interlinked stages of a product or a service, from the very beginning to its disposal or recycling, and includes the following:
a) extraction of natural resources
b) processing of raw materials
c) manufacturing of products
d) transportation and distribution of the product to the customer
e) use, maintenance, and reuse of the product
f) recovery, recycling, and reuse of the components of the product.

Question - 16:

Considerations of costing systems are
a) life cycle costs
b) machine usage
c) cost of purchasing machinery
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: Costing Systems, also called cost justification, typically include the following considerations: (a) intangible benefits of quality improvements and inventory reduction, (b) life-cycle costs, (c) machine usage, (d) cost of purchasing machinery compared with that of leasing it, (e) financial risks involved in implementing highly automated systems, and (f) new technologies and their impact on products.

Question - 17:

Which among the below mentioned approaches belongs to the category of In-circuit Testing?
a. Impedance Testing
b. Component Testing
c. Apply Signal and check output
d. All of the above

Ans:

d. All of the above

Question - 18:

The expected qualities of a product are
a) it satisfies the needs and expectations of the customer
b) it has a pleasing appearance and handles well
c) it has high reliability and functions safely over its intended life
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: Generally, however, a high-quality product is considered to have at least the following characteristics:
a) it satisfies the needs and expectations of the customer
b) it has a pleasing appearance and handles well
c) it has high reliability and functions safely over its intended life
d) it is compatible with and responsive to the customer's capabilities and working environment
e) installation, maintenance, and future improvements are easy to perform and at low cost.

View All Answers

Question - 19:

Properties of workpiece materials are
a) geometric features of the part
b) production rate and quantity
c) process selection consideration
d) all of the mentioned

Ans:

d) all of the mentioned

View All Answers

Question - 20:

High current circuits are purposely located or placed near the edge of PCB in accordance to the supply lines for _____
a. Removal of heat
b. Isolation of stray current
c. Reduction of path length
d. All of the above

Ans:

a. Removal of heat

View All Answers

Question - 21:

Which among the below mentioned packages does not belong to the category of 'Small Outline Package'?
a. SO
b. SOP
c. SOT
d. SON

Ans:

d. SON

View All Answers

Question - 22:

The mechanical properties of a good product material are
a) strength
b) toughness
c) ductility
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: Mechanical properties include strength, toughness, ductility, stiffness, hardness, and resistance to fatigue, creep, and impact.

View All Answers

Question - 23:

Designs are periodically modified to,
a) improve product performance
b) strive for zero-based rejection and waste
c) make products easier and faster to manufacture
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: Designs are periodically modified to
a) Improve product performance
b) Strive for zero-based rejection and waste
c) Make products easier and faster to manufacture
d) Consider new materials and processes that are continually being developed.

View All Answers

Question - 24:

Life-cycle engineering is also called
a) green design

b) expensive design
c) easy design
d) none of the mentioned

Ans:

a) green design
Explanation: The major aim of life-cycle engineering (LCE) is to consider reusing and recycling the components of a product, beginning with the earliest stage: product design. Life-cycle engineering is also called green design or green engineering.
View All Answers

Question - 25:

The chemical properties of a good product material are
a) oxidation
b) corrosion
c) surface treatment
d) all of the mentioned

Ans:

d) all of the mentioned
Explanation: Chemical properties of primary concern in manufacturing are susceptibility to oxidation and corrosion and to the various surface-treatment processes.
View All Answers

Question - 26:

Which among the following exhibits a contributory role in an invention of CDMA system?
a. Unicomm
b. Dualcomm
c. Qualcomm
d. Pentacomm

Ans:

c. Qualcomm
View All Answers

Question - 27:

A Gaussian filter plays an important role in shaping the serial digital bit stream into narrow signal bandwidth _____
a. Before modulation
b. During (at the time of) modulation
c. After modulation
d. None of the above

Ans:

a. Before modulation
View All Answers

Question - 28:

Which among the below stated soldering methods is also renowned as 'High Frequency Resistance Soldering'?
a. Iron Soldering
b. Furnace Soldering
c. Torch Soldering
d. Electrical Soldering

Ans:

d. Electrical Soldering
View All Answers

Question - 29:

Malice type of software bug under the Intent category occurs due to _____
a. Limits on operation
b. Coding operation inefficiency
c. Incorrect data type
d. Viruses

Ans:

d. Viruses
View All Answers

Question - 30:

Explain me about a UX project that didn't go as planned?

Ans:

First things first, do not pretend that you've never had such a project. Making mistakes is a normal part of work life. What's critical is how you handle them. You need to find an honest example that shows:
* What went wrong
* Why it went wrong
* What you did to address the failure

* What you learned from that experience
View All Answers

Question - 31:

Tell me how do you view the design world?

Ans:

I see the design field as fitting into different types of media. Anything can be designed. There are areas of design involving print or packaging, physical product design, environmental design like signage and wayfinding systems, and of course digital and interactive media. I spend most of my time in the digital space, which is a spectrum in itself. You can be interacting via touch, or with a mouse and cursor, or something else in a 3D space. The variable screen sizes we have now, from computer monitors to different smartphones and tablets, have added a new layer of complexity to the design world.

View All Answers

Question - 32:

Explain me about a time when a client didn't like your work?

Ans:

How did you handle the situation? What questions did you ask to determine what the client didn't like? How did you solve for the client's wants while also making sure the work would meet the client's initial goals? If your agency's clients are results-driven (hint: they should be), the designer should be able to speak to the challenges of balancing creativity and data.

View All Answers

Question - 33:

Explain me what is the most interesting project you have worked on?

Ans:

Use this as a chance to tell a storyâ€Š-â€Šand follow a typical story arc: background, opportunity, process, adversity along the way, triumphs, and outcome. Talk about what you did on the project but focus most on why this particular project was so interesting for you. Did it have to do with the people, circumstance, opportunity, or something else?

As a young designer, I like to talk about my first foray in design: Creating the user experience for a co-living space in Tokyo. This project was meaningful to me because it was my introduction to UX and trial by fire as a designer. I practiced UX principles in a physical space, was challenged with designing in a foreign context (Tokyo), and I was able to find success in ambiguity and uncertaintyâ€Š-â€Šwhen I started I really didn't know what I was doing. Designing in a physical space provided a laboratory for me to observe, test and iterate in real time and built a foundation for how I now approach design problems in a digital context.

View All Answers

Question - 34:

Tell me what do you think every aspiring designer should know?

Ans:

All designers need a good eye, or the ability to be sensitive to small details. At the same time, a designer should be able to step back and look at a project holistically and evaluate if the problem is being solved, or the message communicated well.

I think its essential that (aspiring) designers learn about and gain an appreciation for typography. You can learn a lot about the essentials of graphic design through the study of typography, like visual hierarchy, contrast, and dealing with white space. It also helps to know about the history of graphic design.

As for software, Photoshop is the quintessential program for making website layouts (it's great with pixel-grid alignment). I've used Illustrator for mocking up layouts as well, but it's better for vector graphics and logos that need easy scaling. Starting out with these two programs is beneficial... and many of their keyboard shortcuts carry over! I should also mention InDesign as the key choice for printed layouts and materials. If you ever have to design a magazine or book, InDesign is your choice.

View All Answers

Question - 35:

Explain me about the goals of this project and the thought process behind your solution?

Ans:

Have the candidate select a previous project and explain the steps he took to complete it in detail. This should include the concepting phase, creating the initial drafts, determining the target audience, working with the client or account manager to make revisions, launching the work, and then analyzing the results/success of the project. Ask follow up questions about why he made this or that decision, what the client's reaction was to the work, and details on challenges or mistakes that were made.

View All Answers

Question - 36:

Tell us how do you stay organized when you are provided with multiple design assets, files, and ideas?

Ans:

What tools or strategies does the candidate use to stay organized and productive? Agencies are fast-paced, and oftentimes, people are working on multiple different client projects at any one time. You need someone who values "organized chaos" and can manage his own tasks and projects without handholding.

View All Answers

Question - 37:

Basic Physical Product Designer Job Interview Questions:

Ans:

* What is the best decision tree for Facebook or LinkedIn's "People You May Know" feature?
* Let us assume you are on the Home and Lighting team, how would you go about improving our category page?

* Amazon Instant Video wants to come up with a recommendation algorithm. Pretend the product does not already have one.
* What would you do to improve the Facebook login?
* Instagram currently supports 3 to 15 second videos. We are considering supporting videos of unlimited length. How would you modify the UX to accommodate this?
* Slack started an $80 million investment fund for app builders. What app would you build and why?
* Redesign the Facebook Newsfeed for Mobile.
* How would you improve Dropbox? Which feature is still missing?
* How would you monetize Google Maps?
* If you were the CEO of LEGO, what new product line would you come up with to increase revenues? Why? Who is the target customer? How do you reach them? How does the product function and what does it look like (UI/UX)? What's the potential market size?

View All Answers

Question - 38:

Operational Portfolio based Physical Product Designer Job Interview Questions:

Ans:

* Talk to us about your studies; tell us about an aspect of your course that you found the most engaging.
* What's your current occupation/What are you currently working on?
* Take us through a couple of your favorite pieces in your portfolio. What was your design process for these pieces? What problems were you trying to solve? How did you make a certain design decision?
* To what extent do you "own" the work in your portfolio, and can you be specific about which aspects?
* How do you prototype your ideas? How do you know when you've got it right?
* Tell us how you put yourself in the mind of the user. What kind of research methods do you use when you're starting a new project.
* Tell us about a project that didn't go as planned and the reasons that led to it. How did you solve the problems that arose?
* Do you have a side project you'd like to talk to us about?

View All Answers

Question - 39:

Physical Product Designer Job Interview Questions:

Ans:

* Who are their role models?
* Where do they go for inspiration?
* How do they keep on top of current design trends?
* What's an example of great design (digital or physical)?
* What books/exhibitions/conferences or communities do they attend or admire?
* As a designer, what do they think is the most important aspect of their job?

View All Answers

Question - 40:

Operational and Situational Physical Product Designer Job Interview Questions:

Ans:

* Is your candidate fluent enough in ideas to fill up a whiteboard?
* Can they identify their own best ideas?
* Can they respond creatively to constraints and explore ideas that move beyond the obvious.

View All Answers

Question - 41:

Technical Role-specific Physical Product Designer Job Interview Questions:

Ans:

* Let's say you start a new project right now - which solution will you choose for adding icons to the interface?
* Can you describe the difference between progressive enhancement and graceful degradation?
* What existing CSS/Sass frameworks have you used locally, or in production?
* Are you familiar with BEM or SMACSS? What do you like/don't like about these conventions?
* How do you optimize a website's assets & reduce page load time?

View All Answers

Question - 42:

Basic Product Designer Job Interview Questions:

Ans:

* Who are their role models?
* Where do they go for inspiration?
* How do they keep on top of current design trends?
* What's an example of great design (digital or physical)?
* What books/exhibitions/conferences or communities do they attend or admire?
* As a designer, what do they think is the most important aspect of their job?

View All Answers

Question - 43:

Tell us what qualities in a manager do you look for? What type of person do you thrive under?

Ans:

Understanding if what this person is looking for in a manager -- the level of mentorship, the personality, and values -- is in line with what you or your leadership team can provide is important for future retention and the happiness of the employee. You'll want to understand how this person thinks about the impact of his future manager on his future success, his skill development, and growth as a professional.

<ins>View All Answers</ins>

Question - 44:

Tell me how do you work with engineers/Product Managers/other designers?

Ans:

The ability to empathize and understand the motivation of those you work with is crucial. Engineers, PMs, and other designers all come with their own particular needs and goals and if you can demonstrate your sensitivity to them, you'll be well received.
* Engineers: I've found that providing especially close attention to interaction design and accounting for edge cases is important. Engineers are responsible for building the productâ€Š-â€Šmaking sure that your interactions function properly for all use cases will save your engineer friends time and frustration. Also, try to speak their languageâ€Š-â€Šlearn how to code. Being confident in HTML, CSS, and JavaScript is a great start.
* PMs: I emphasize communication, storytelling, and tradeoffs. PMs manage deadlines, appeal to admins and keep projects running smoothly. Make sure you and your PM are sync'd. Being able to tell a powerful story about your design will also help to make their job easier when trying to persuade other stakeholders.
* Designers: Show, don't tell. Focus your attention toward the design problem instead of individual design preferences. Working with other designers is an incredible opportunity for collaboration and can push you to better work. When working with other designers, sometimes I like to practice pair designâ€Š-â€Šit's a great way to develop shared ownership over the work and push your individual design limits.

<ins>View All Answers</ins>

Question - 45:

Explain me what is your design process? Describe the design methods that you follow?

Ans:

When explaining your design process, you can either describe your potential approach to a typical project (good), or you can explain how you've done it in the past on other projects (better). Walk your interviewer through your project(s) by using stories:
* Follow a typical story arc: background, opportunity, process, ups and downs along the way, and the final outcome.
* Be specific when you talk about the steps that you took from conception to completion of the project.
* Acknowledge your design context: Different UX situations require different UX processes. It's a strength to use your environment to determine the process that works best for a particular situation.
* Don't be afraid if your process isn't the same as that of other designers. What does matter is your ability to explain the rationale behind your approach.

<ins>View All Answers</ins>

Question - 46:

Tell us what would you say is the next big trend in UX design?

Ans:

Use this question as an opportunity to demonstrate your passion for UX design and its future potential. Here are a couple of topics you could focus on: The rise of new prototyping tools that save developers and designers time by converting design to code. Designing for accessibility that allows users of all abilities to navigate, understand, and use your UI successfully.

<ins>View All Answers</ins>

Question - 47:

Tell me what is UX design? Why does it matter? How would you explain the UX design process?

Ans:

Even though this is a fairly general question, don't provide general answers. Focus on giving a specific definition that sheds light on who you are as a designer. Your explanation should be clear and accessible. (Imagine that you're explaining it to a 10-year-old).
For the "why does this matter" question, use it as an opportunity to showcase your passion for the company's approach to design. You can also use it to tell a story that provides context for your own design perspective and focuses on the importance of human-centered experiences.

<ins>View All Answers</ins>

Question - 48:

Explain me what type of tooling is needed around my design?

Ans:

Years ago, a customer told me to "just deliver the 3D-files and the tooling people will figure out how to wrap the steel around it - if not I'll bang the table with my fist until they do". That is not how it works. At the very least the parting line, draft directions and moving sliders should be considered in the 3D-geometry, ideally ejection and gating as well. It also helps if the dialogue with the tooling designer can be started at an early phase, something that is unfortunately seldom the case today. The understanding of the typical structure of an injection moulding tool, the ability to draw a cross-section of a part on a piece of paper, and some thinking is already a good start. Furthermore, if you have an idea of how the tooling is machined and built you can make the life of the tooling manufacturer much easier.

<ins>View All Answers</ins>

Question - 49:

Why should I hire you as Physical Product Designer?

Ans:

For young designers, this can feel like the toughest question to answer. Without a lot of design experience, what you can offer is your hustle and a proven willingness to learn. Emphasize it. And don't just talk about it -show it. Point to personal projects, blog posts, and other forms of commitment to design that you've taken.
As a young designer, you've taken an enormous leap into a new career. Talk about this experience and share the strides you've taken to get to where you are now and where you want to be. You have enormous potentialâ€Š-â€Šbe confident as you go.

<ins>View All Answers</ins>

Question - 50:

Tell us what rules, culture, or structure needs to exist to foster team collaboration?

Ans:

Depending on your agency's organizational structure, the designer will need to collaborate with other designers in the agency and with a client team made up of an account manager, a strategist, marketer, or developer. He should value clarity around timelines and responsibilities, communication, trust, and a willingness from each team member to pitch in when complications arise.

View All Answers

Question - 51:

Tell me how much of the concepting or strategy phase have you been involved in in previous roles?

Ans:

Is the person accustomed to being included from the very beginning? Or is he used to being handed a creative brief to work from? This might also show you how interested the candidate is in working face-to-face with clients, his level of experience, and if he has an interest in working through the entire design process.

View All Answers

Question - 52:

Tell me what type of products are you developing & managing and who are your users?

Ans:

If you are managing a technical product (e.g. developer tools, debugging tools) for a technical user base (e.g. software engineers, system analysts) then I would say that the Product Manager need to be technical enough to use every aspect of the product in the same way as the end user will in their daily jobs.

View All Answers

Question - 53:

Tell me what's your process for working with other designers, developers, or product managers?

Ans:

Your interviewer wants to get a sense of your working style. Design is a team sport and, as a UX designer, it's crucial that you know how to effectively communicate design decisions with the team from the beginning of the project right through to implementation.
Keep in mind that each team member probably sees a given project through different contextual lenses, but you need be able to communicate with all of them to quickly spot any problems or misunderstandings.

View All Answers

Question - 54:

Explain me how do you see design changing over the next few years? What areas are hot right now?

Ans:

There has been a fairly recent rise in designing for interactive media given all the technological advancements we have made. Because of that there has been a 'new' focus on UX and UI design, or user experience and user interface design. Even though UX has always been around, it existed without a name, but now it's a really hot area in design.
Thinking about UX means being analytical. I see it as being composed of:
* Information architecture - to decide what needs to be presented and where
* Research and cognitive psychology - to understand user behaviors
* Wireframing - to go through each potential user step
In line with the focus on UI/UX, responsive design (another buzz word that's been around for a while) has been a big area of change in design. We are at a point now where the screen size and resolution of our end-users is so varied, that we have to solve some new problems and think of our designs as being more flexible or device-agnostic.

View All Answers

Question - 55:

Explain me about an assignment that was too difficult. How did you handle the situation?

Ans:

Working at a fast-paced startup, you'll inevitably be thrown assignments or tasks that you won't initially know how to approach (If this doesn't happen, you might not be really working at a startup). Think about a time you took on a difficult task head first and struggled through ambiguity to eventually arrive at some conclusion. It doesn't have to necessarily be a triumphant story as long as you show your willingness to explore, test, (fail), and iterate and demonstrate a commitment to learn and adapt going forward.
One example that comes to mind is the first time I conducted (guerrilla) user interviews. I found myself clueless with a script in my hand, an iPhone camera, and 7 strangers to find and interview on the street. I failed pretty hard at firstâ€Š-â€Šapproaching people on the go, waiting too long to make an introduction (awkward...) and rushing my questions. I studied my footage, observed patterns of when people could most likely be approached (lunch in the park), and upped my confidence with the support of a friend designer and tried again. This time, a little bit better.

View All Answers

Question - 56:

Please explain what is your design process?

Ans:

Everyone has a different design process (and that's okay). What will matter is your ability to describe your process and explain the rationale behind your approach. It's a good idea to have a standard 'go-to' process in mind, yet it's important to acknowledge your design context. Different UX situations inevitably call for different UX processes. It's a strength to understand your environment and determine a process that's best fits for your situation.
Ask your interviewer for specifics. Respond to a particular design problem the company is facing or talk about a process you have used in a particular situation.
Through all my processes, my one constant is to ask the right questions before designing. It frames the way I approach a problem and guides me toward the

appropriate UX strategy and tools going forward.

View All Answers

Question - 57:

Tell us what questions do you ask before you begin any design project? What information is most important?

Ans:

This should reveal how the designer thinks about designing for clients, what's important to brands, and what information he thinks is essential to creating results-driven design work.

View All Answers

Question - 58:

Explain me your creative process?

Ans:

You want to get a better idea of how this person thinks about the creative process: Does he rely on inspiration? Data? Just plain hard work? The answer to this question will also provide you with more information about what the designer thinks are the most important steps in the process -- such as research, interviews, the critique process, etc.

View All Answers

Question - 59:

Tell me how would you decide which features to add to your product?

Ans:

This is a really hard question to answer because it is very dependent on context. If the question is asked in context of building a new piece of software, you can talk about how an MVP (minimum viable product) could be developed.
If the question is asked in context of an existing product, you should focus on the fundamentals of product strategy. Before drilling down on specific features, you will need to develop a clear picture of the business goals and user needs. You should be ready to answer the following questions:
* Who is the user?
* What are the user's goals?
* Why should the user care about a feature? What problems does it solve?

View All Answers

Question - 60:

Tell me how long do you think it takes to become proficient at design?

Ans:

There are so many areas within design it's almost impossible to be a master of all. You can probably become proficient in certain areas in as fast as a year. If you want to be really proficient, focus on specific areas you prefer, like web design, then you'll naturally become a specialist.

View All Answers

Question - 61:

Tell us how did you get into design?

Ans:

I always had an interest in web design, but it's hard to have all the skills of both a developer and designer. I think knowing HTML and CSS can help a designer bridge the gap to communicate better with developers, especially on the front-end. Learning HTML and CSS is relatively easy, but it's a bit like learning a language; you have to practice and keep up with it. I love that I get to touch the code. It's important that a designer follows up on his or her vision (or the mockups).

View All Answers

Question - 62:

Tell me how do polymers behave in general?

Ans:

Rather oddly, polymers are both solid and liquid at the same time. They behave unlike any other material. The career of a designer lasts hardly long enough to gain thorough understanding of the polymer nature, but in order to avoid the most obvious pit falls of plastic design it useful to have knowledge of the reasons and mechanisms behind them. Mechanical loads, environmental conditions and time - especially in combination - challenge every plastic product. If they have not been properly considered in design, the product is unlikely to last to the end of its expected lifetime .

View All Answers

Question - 63:

Tell me do you prefer to work alone or with a team?

Ans:

Having self-awareness of how you work and demonstrating flexibility is key. Consider the company you're interviewing withâ€Š-â€Šthe size, what you know about the culture, and how you might fit into work dynamics. Also be true to yourself. The interviewer will be looking for how you play with others and determine if you're a good culture fit.
When thinking about this question, I sometimes draw a graph mapping out my energy levels throughout the day. I've discovered I like 'heads-down' time in the morning, collaborative time after lunch, (snacks throughout the day) and time to consume content and find inspiration in the late afternoons. I try to balance my own patterns while being aware of others and the dynamics around me.

View All Answers

Question - 64:

Tell us what are some apps or websites that you love?

Ans:

When thinking about this question, consider your audience and have a range of apps/websites that can demonstrate a diversity of aspects you find important to design. When I was interviewing, I chose SquareCash, Lyft, and Meetupâ€Š-â€Šall experiences I loved for different reasons.

SquareCash represented simplicity in design. It made money transactions painless and solved a problem I didn't realize I had. Lyft represented a peer-to-peer service that was trust-worthy and delightful and leveraged local communities to foster sharing in my hometown (San Francisco) and beyond. Meetup represented a platform for community at scale and had provided a tribe for me no matter where I was in the world.

View All Answers

Question - 65:

Explain me about a time when you had to balance multiple competing priorities?

Ans:

Oftentimes, an agency will take on a last-minute project for a client, or a project you thought was completed will need additional adjustments. When these projects are thrown at someone who already has a full plate, it can be frustrating and stressful. The candidate's answer should show that he can ask the right questions of his manager to determine what he should focus on.

View All Answers

Question - 66:

Tell us how do you get unstuck creatively?

Ans:

This should help you to determine the person's attitude toward coming up with ideas, how he fights the tendency to procrastinate, and the out-of-the-box technique he uses to bring fresh concepts to his work. It should also show how self-aware he is about what he personally needs to do his best work in stressful environments.

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