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COM 429

**Interview Questions for Thomas
Gross**

1. How would you rate your current art skills and why? Whether it be in 3D asset design, drawing, etc.
2. What kind of video game art do you prefer over others?
3. Can you tell me more about your semester-long game for COM 419?
4. Can you describe what assets you have created within Maya and Blender thus far?
5. Do you have any other large or significant art-based projects you've worked on during your studies?

Interview Questions for Zachary Horne

1. How long have you been interested in art?
2. Do you swing closer to 2D or 3D art? What skills do you have in 2D and 3D?
3. I see that you have a good amount of coursework related to game design. Is there any game project in particular you can remember that you've worked on for class? Tell me a bit about it.
4. I see a significant amount of technical skills. Can you name and describe to me which of these skills you excel at or prefer over others?
5. Can you describe for me the project on information design you worked on for your real world client?

Interview Questions for Josh Melrose

1. Why do you want to work for this company?
2. Where do you see yourself as a programmer in the future if you were to work for this company?
3. You noted skills in several different programming languages. Which do you think you are best at, and why?

4. What kind/genre of games do you see yourself preferably working on?
5. I also noticed a good amount of blueprint programming that you've done. Is that something you can do well, and do you enjoy that kind of work?