Jaden Feliciano
COM 429

Interview Summaries (I Applied for Assistant Designer)

By: Nicholas Byard
1. Why Broadsword Games?
2. Why do you think you'll do well in this position?
3. How do you work under pressure?
4. It says here in your cover letter that you have experience working in various team environments, what can you tell me about that? With that in mind, do you have a preferred work environment? (Solo, in a small team, in a sizable studio, etc.)
5. Have you ever played the original Super Mario Bros.? If you could change one thing in its design, what would it be? Why?
6. What is your favorite video game?

Summary: **I'd like to say this interview went very well. Nick decided to go deep into my video game background with the last 2 questions. He was trying to learn about what it is I like to do, can do, and ideas I have as a designer (with question 5). I'd like to believe I got hired with Nick.**

By: Sierra Buanonna
1. What specifically made you choose to apply to this position?
2. What process do you have for designing and building game worlds?
3. What design attributes have you contributed to what you've worked on?
4. How well can you adapt to a problem you have limited time?
5. How well are you at communicating?

Summary: **I thought Sierra's questions were pretty good overall. She gave questions that went deep into how I work and what I've done design wise. I'd like to believe I got hired with her, since I went as deep as I could into each question. I really tried to exemplify my hard working personality and explain my efficiency in communication and designing.**

By: Rashaad
1. How did you find out about Broadsword Games?
2. Why Broadsword Games?
3. What kind of skills do you have as an assistant designer?
4. Why specifically be an assistant designer over the other positions?
5. What is your favorite video game franchise?

Summary: **The interview was pretty odd, as it was only 10 minutes long. The questions were all fairly average, and I couldn't really give deep answers aside from question 3. Since the questions weren't personal, it's hard for me to determine if I got hired or not. Considering how short it was, I doubt I got hired.**

Overall: **Out of all the questions, I'd say Nicholas' 5th question about changing a design feature in the original Super Mario Bros was the toughest. How can you make such a classic successful game any better than it is right? It took me a good 5 minutes of thought before coming up with a good design change (it was to add checkpoints to be more new gamer friendly).**