

Mock Interview Worksheet – Assignment due beginning of class Jan. 22nd

1. Why did you choose to interview with our company?
Not only do I appreciate the art style of your games, but I enjoy the stories and humor, and find the pacing between actions done extremely well. I also like the diversity and creativity in the weapons in your games.
2. Describe your ideal job.
Ideally, I would enjoy most to work as part of a highly motivated and passionate team on creative projects that inspire and entertain.
3. What can you offer us?
I have an amiable personality, an efficient workflow, and an eagerness to take on new challenges.
4. What do you consider to be your greatest strengths and weaknesses?
I pay close attention to detail and consistency, receive and give critiques well, and continue to research different practices and styles to help further my practice whenever able.
5. Define success. Define failure.
To me, success results from a series of accomplished goals, however small. Failure arises when one gives up [hope].
6. Who are your role models?
I have tried to live as my parents taught me. I find myself emulating my mother's parent's congeniality and patience more as time passes.
7. What motivates you most in a job?
The satisfaction of entertaining, while being entertained.
8. Why should we hire you rather than another candidate?
I strive to work as efficiently as possible, and pick up on tools rather fast. I also have a calm demeanor, work well under pressure, and
9. What do you know about our organization (products or services)?
Your company started out making *Spyro*, had a four game run with *Ratchet and Clank*, and then moved to the PS3 with *Resistance: Fall of Man*. You have a new *Ratchet* game in the making... your studio's located in Burbank, CA.
10. Where do you want to be in five years? Ten years? (short- and long-term goals)
Short term, I'd like to obtain an animation position with a great company. Eventually, I'd like to be a creative director/ game designer.

11. Have you had difficulty getting along with a former professor / supervisor / co-worker and how did you handle it?
Not particularly... very little gets to me, as I don't find it worth getting upset over the small things.
12. Tell me about a situation where you failed, what you learned from the experience, and how you changed.
I can't recall ever failing; any risk taken serves as a success, as we stand to gain something from every experience in life.
13. Describe a time when you had to juggle many tasks at one time.
Once again, the Guildhall provides a plethora of wonderful situations in which I have more things to do than hours in the day, and I strive to find a good balance between each project's completion (as nothing's ever 'finished').
14. Describe a situation when you felt most proud of your work.
Whenever I render something out for the first time - especially something that hasn't initially struck me as particularly fashionable - and I realize that it really has developed into something nicer than I expected, I can't help but smile at the accomplishment.
15. Describe a team situation when an individual did not pull his or her weight. What did you do and what were the outcomes?
First, the individual was taken aside by myself and his lead and asked if anything was wrong. When the problem persisted, we spoke with the professor, again in private. Finally, that student was removed from that particular task, which was in turn dispersed amongst the rest of the team.
16. What job-related skills have you developed?
Texturing, modeling, 3d animating, engine importing, script handling.
17. What did you learn from these work experiences?
That I am only limited by my own desires.
18. What did you enjoy most about your last employment? Least?
At Kings Isle, I found the atmosphere quite enjoyable; there existed no egos, and everyone was more than willing to help one another. I had no qualms there.
19. Have you ever quit a job? Why?
N/A
20. Give an example of a situation in which you provided a solution to an employer.

At Kings Isle, the art director asked me to restructure the environment model database, since A) he was swamped, and B) I had worked the most with the affected assets. I re-categorized and sectioned off everything in the most logical way I could, using prior work experiences to help in my endeavors. We ended up using a system heavily influenced by the ground work I laid out.

21. Give an example of a time in which you worked under deadline pressure.

This weekend I was given an art test to finish on top of my art creation class project, trying to research companies, finish my personal milestone for our team game project, as well as meet my thesis deadline for the week.

22. Have you ever done a presentation in front of a group of people? How large a group? What were your thoughts about your performance?

I have given presentations to less than a dozen and more than three hundred people. A once-inspiring actor, I feel comfortable in front of people as long as I have prepared something to present (knowing them greatly helps, too).

23. Tell me about a time when you were in a leadership position and what you accomplished.

As art lead and assistant game designer of our Term 3 project, I developed an entirely different aesthetic direction for our project after our team ditched our first concept a month and a half into production (leaving a little over two months to finish the project). Over those nine weeks, I managed all of the designers, created over 150 animations, two characters, dozens of environment models, and worked closely with everyone to ensure all of the objects created maintained a consistent style.

24. Have you ever done any volunteer work? What kind and what did you learn from it?

I've worked with the Adopt-a-Highway, as well as performed a few community service affairs through the fraternity. I find any noteworthy cause gives me a greater appreciation for the things I have been blessed to receive in this world.

Having to work on my thesis project, our team game project, an art test, and class work this past weekend serves as an example [albeit a regular occurrence at the Guildhall].

25. Why did you choose to attend your college or university?

Not only was it the only school in the state with an animator major, but it was the most affordable.

26. Do you think you received a good education? In what ways?

Yes, because I'm a well-rounded artist, and I know how to work well within a pipeline with designers from other disciplines.

27. In which campus activities did you participate?
I was involved in marching band, a professional music fraternity, and Homecoming court [my senior year]. I also participated in intramural wrestling and the academic bowl.
28. Which classes in your major did you like best? Least? Why?
Definitely animation; I enjoy adding personality into otherwise inanimate objects.
29. Which elective classes did you like the best?
In undergrad, I found myself most enthusiastic about my creative writing, cinematic editing, and audio production classes. Here at the Guildhall, I found my sculpture course the most beneficial to my work.
30. How do you think a former supervisor would describe your work?
If they had to pinpoint something in particular, I would say that I'm highly organized, thorough, and enthusiastic.
31. Do you prefer to work under supervision or on your own?
I find it best when I'm given a task and let loose to have at it.
32. Do you prefer large or small organizations?
Regardless of size, I value passion, motivation, and happiness in an organization.
33. What other types of positions are you considering?
If not animation, I'd also consider modeling, as I find that equally challenging and rewarding.
34. How do you feel about working in a structured environment?
As long as I'm challenged through my work I'll be happy.
35. Are you able to work on several assignments at once (multi-task)?
Having to balance the course load here at the Guildhall has definitely given me the experience to prioritize and pace myself well.
36. How do you feel about working overtime?
I often find myself unaware of the time because of my eagerness to create something great and the fascination of what I'm doing. I do prefer not to work on Sundays.
37. How do you feel about travel?
I would need more information on the subject.
38. How do you feel about the possibility of relocating?

I am willing to pursue opportunities wherever they may arise (says the kid from Missouri going to school in Texas).

39. Are you willing to work flex-time?

Yes.

Mark Flieg Jr.

Animator | Modeler

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SOFTWARE EXPERIENCE

- Autodesk 3DS Max 8
- Pixologic ZBrush 2
- Mudbox Beta 2.2
- Adobe Photoshop CS2, Premiere 7, After Effects 5
- Macromedia Flash 8, Dreamweaver 8
- UnrealEd 2.0
- Gamebryo 2.2
- Vicon IQ 1.5, Workstation 1.5
- Subversion Tortoise SVN 1.4
- Alienbrain 7.5
- MS Office Suite 2003

SKILLS

- 3D and 2D Animation
- Custom Rigging
- Weighting
- Modeling
- Texturing
- Normal Mapping
- Unreal Scripting
- Actions scripting
- HTML

GAME EXPERIENCE

KingsIsle Entertainment

"Unannounced Project"

July – September 2006

Artist Internship

- Modeled and textured over 150 world objects for an unannounced project.
- Assisted in construction of object database and naming conventions.
- Won three 'design of the week' awards for project idea contributions.

Shockwave.com

"Snowblitz"

October – November 2006

Artist, Game Designer

- Animated over 400 frames of animation for three unique characters with interchangeable pieces.
- Built one level mini-game containing 50 modular environment assets.

The Guildhall at SMU

"Toybox Heroes" – Half Life 2 Project

September 2006 – March 2007

Artist, 15 Person Team (3 Artists)

- Modeled, textured, normal mapped, weighted, and animated two characters with 36 animations.
- Created 45 animations on 10 world objects, in addition to the construction of 35 world objects.
- Designed all user interface and packaging materials.

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"Ransacked!" – Unreal Tournament 2004 Project

January - March 2006

Artist, Game Designer, 11 Person Team (2 Artists)

- Modeled, textured, weighted, and animated two characters with 120+ animations.
- Created 42 textured models and an additional 30 seamless environment textures.
- Developed and maintained art direction and consistency amongst designers.
- Wrote, updated, and finalized art style guide.

"Marble Quest" – Scrolling Game Development Project

July – September 2005

Artist, 3 Person Team (1 Artist)

- Produced over 500 frames of sprite animation for seven characters.
- Constructed 60 environment and menu assets for five different projects.
- Created documentation for the concept document, asset and development plan, and game design document for two- level game.
- Featured as part of the Guildhall 2005 Winter Exhibition 2d Showcase.

EDUCATION

The Guildhall at SMU

March 2007

Master's in Interactive Technology, Digital Game Development
Art Creation Specialization

Missouri State University

May 2004

Bachelor of Art, Art and Design
Minor in Creative Writing – Fiction

RELATED EXPERIENCE

New Hope Residential Care

January – March 2005

Freelance Artist, Editor

- Restructured pay rate system to establish fair and concrete method of wage distribution.
- Incorporated values and aesthetics in creation of promotional web site.

Hodak's Restaurant & Bar

May – December 2004

Web Artist, Project Coordinator

- Designed and maintained online menu reflecting restaurant's casual atmosphere.
- Captured series of photos highlighting the establishment's aesthetics.