

18 GRAPHIC DESIGN INTERVIEW QUESTIONS + ANSWERS

- 01** Describe your creative process from the initial brief to the final handover of assets.
- 01 Design brief / client interview
 - 02 Brainstorming / initial idea generation
 - 03 Design phase
 - 04 Feedback
 - 05 Handover / completion
- 02** Describe how your creative process would differ under extreme time pressure.
- + You understand compromises often have to be made and you're not precious about your work.
 - + Your focus is always on solving the design problem efficiently to achieve the desired outcome for the client.
- 03** How do you know when your design is finished?
- + A design is finished when you are confident it solves the problem and meets the objectives of the client.
- 04** What are the most important questions you would ask a client when discussing a project?
- 01 What problem are you trying to solve?
 - 02 What are your goals and expectations for the project?
 - 03 Who is the audience?
 - 04 What mood are you trying to convey?
- 05** How do you measure the success of your design work?
- + A successful design achieves the outcomes the client was expecting.
- 06** You're asked to design something but you get almost no direction or context. What do you do?
- + Use iteration and frequent feedback from the client to help them uncover the design goals for the project as you proceed.
- 07** You strongly disagree with some design feedback you've received from an important stakeholder. What do you do?
- + Incorporate them into the design if the requested changes still achieve the design objectives.
 - + If you really disagree then revisit the design brief and have a rational discussion about whether the changes will help or hinder the goals of the project.
- 08** Walk me through your portfolio and tell me about each piece.
- + Tie your discussion back to the problem you were trying to solve for the client and how you went about solving it.
 - + Talk about any data you have to measure the success of each design.
- 09** Which is your favourite piece in your portfolio and why?
- + Talk about the piece that achieved the best tangible outcomes for the client.
- 10** If you had to cut one piece from your portfolio, which one would it be and why?
- + Pick a piece that delivered a great outcome for the client but that you feel less inspired by.
 - + Cutting a successful piece shows that there is no weakness in your portfolio and that you are excited to produce inspiring work.
- 11** Have you worked in a cross functional team? Describe the team structure and how you fitted into the process.
- + Focus on task management, scheduling and feedback.
- 12** How would you successfully collaborate with a fellow designer who has a very different vision for the project?
- + Make it clear that you're a team player who isn't driven by ego and wants the best outcome for the project.
 - + If there is real disagreement then revisit the design objectives and have a rational discussion about the best way forward.
- 13** How do you stay current with the latest graphic design trends?
- + Mention any designers you follow on social media, websites you follow, conferences you've attended and courses you've completed.
- 14** What are the most important skills a graphic designer should have?
- + Emphasize your communication skills (in addition to the obvious technical and creative skills).
- 15** What is your biggest weakness as a graphic designer?
- + Describe a real weakness but make sure it's one that won't interfere with your ability to do a great job.
 - + Example: I'm used to working in fast paced environments and I need to make sure I'm tolerant of people who work more slowly.
- 16** Who are your graphic design heroes and why?
- + Make sure you give a well thought out answer around why you love the work of that particular designer.
- 17** What are your favorite brand identities and why?
- + If you're interviewing with a organization that has a strong brand identity, try and choose a brand that highlights parallels with their brand.
- 18** How do you see graphic design changing in the next 25 years?
- + VR, AR and other new types of visual interfaces are great topics to discuss.

Graphic Design Questions And Answers

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