

Freelance Graphics Designer Interview Questions And Answers Guide.



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Freelance Graphics Designer Job Interview Preparation Guide.

Question # 1

What is your graphic design process?

Answer:-

Since this can be a long, detailed answer, you'll want to have prepared for it ahead of time so that you don't trip over your words, accidentally omit details, or ramble on with too much information. Employers ask this question because they want to know how you do what you do, how long it'll take you to do it and the kinds of roadblocks you are likely to run into along the way.

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Some designers are lucky to be able to just sit down and crank out an amazing design with barely any thought or planning, while other designers need to utilize a dozen different drafts and outlines to get their design finished.

Employers usually want you to be somewhere in between these two extremes. You should have a process that allows for revisions and critiques, but is also speedy enough that you'll hit your deadlines without any problem. For some designers, this might mean actually sitting down and figuring out what your process is-but that's okay. The more thought you give to the kind of designer you are, the more you'll have to work with during your interview, and the easier it is to showcase yourself as the best candidate for the job.

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Question # 2

Can I see your portfolio?

Answer:-

This is the easiest question to answer, as there's really only one correct response-"Yes!" Once you've said that, of course, you have to actually have a portfolio ready to show and talk the employer through some of the pieces inside. This simple question usually comes with a lot of follow-up questions about how you created each piece, how long it took, what your design goals were and so on.

This is the easiest question to answer, as there's really only one correct response-"Yes!"

The interviewer may or may not actually ask these follow-up questions, so be ready to give them the answers anyway. Before you show off each piece, you'll want to give the interviewer an idea of what they're about to see. You don't need to go into great detail, just a sort of "teaser" statement about what's coming up next. Something along the lines of, "This was a print campaign for a local brand where I was only allowed to use one ink color."

Remember to start and end your portfolio with your best pieces. You might only have enough time to go into detail about one or two pieces, so you'll want immediate access to your best work. Pad out the rest of the portfolio with three to five other pieces that you think best represent you as a designer.

If at all possible, try to fill your portfolio with works that are relevant to the job you're applying for. If you're going for a job designing print marketing, have plenty of examples of past print work. If you don't have relevant examples, there's no shame in creating some spec pieces just for the sake of adding them to your portfolio.

For designers just coming out of school, keep in mind that a professional portfolio is a little different than a school portfolio, and what works for one may not be great to include in the other. With a student portfolio, you're trying to show that you understand the techniques you've learned while also expressing your artistic identity.

With a professional portfolio, you want to show that your skills are marketable and appealing.

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Question # 3

How do you handle criticism?

Answer:-

Let's be honest-artists and designers sometimes have a tendency to turn into divas when faced with criticism or editorial guidelines. It can be frustrating to work in a creative field and have outside factors hinder your creative expressions. But for a professional graphic designer, criticism is a part of the job; employers want to know that you'll be able to suck it up and make changes to your design when necessary.

Let's be honest-artists and designers sometimes have a tendency to turn into divas when faced with criticism or editorial guidelines.

What's important here is to impart upon the interviewer that you can take direction, that you're open to the ideas of others, and that you understand how to work within a hierarchy. However, the interviewer might try to throw in different follow-up questions or add modifiers to test how you work when treated unfairly or when given bad criticism.

Answer in a way that's truthful, but that shows you can still be part of the team, even if you tend to be a little too argumentative and passionate about your work when faced with unjust criticism. Make sure the employer knows that you are open to critique and willing to listen.

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Question # 4



Can you tell me a bit about yourself?

Answer:-

Give a brief summary of your professional persona. Include who you are, any education or experience you might have, and maybe a few snippets of information on your career thus far. You don't want to go into too much detail, just think of this as an introduction to who you are. You want to be friendly and open, with a focus on your accomplishments as a designer.

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It's a good idea to hand over a business card at this point. Many people wait until the end of the job interview for this (if they have a business card at all), but it makes a better first impression if you offer your card during introductions. It not only shows you have a professional attitude, it actually gives your interviewer a first look at how you design (assuming, of course, that you design your own business cards.)

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Question # 5

What are your strengths as Graphics Designer?

Answer:-

This is your chance to show off-but don't overdo it. Of course you want to showcase your best accomplishments as a designer, as well as the positive qualities that you can bring to the workplace. But that's where many people lose their focus-they forget about what's important to the company they're interviewing with. Frame your strengths in a way that they are relevant to your potential employer. Whenever possible, try to tailor your responses so that they match closely with what the company is looking for. For example, instead of just saying that you know InDesign, you might mention that you have plenty of experience designing multi-page materials if you're interviewing with a company that puts out a lot of brochures.

Avoid using clichés, like saying you're a "hard worker" or a "team player." These are empty words unless you have examples to back up your claims-which you should. You want to sound impressive to potential employers, but you also have to present yourself in a way that makes you stand out over all the other candidates, who are likely just as "hard-working" and "team-playing" as you are.

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Question # 6

What's your greatest accomplishment?

Answer:-

A hiring manager wants to know about your career grand slams but also may be trying to find out what success means to you. If you're like most designers, you probably don't have a shortage of projects you're happy to discuss. It's wise to offer an example you are proud of that also benefited a previous employer. Perhaps you identified eco-conscious vendors because a greener approach to design is a personal interest. In doing so, you also saved your firm money and helped it enhance its brand.

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Question # 7

What are your weaknesses as Graphics Designer?

Answer:-

You know that lame thing where you try to make your "weaknesses" sound like a positive thing?

"Oh, I work too hard. I'm too much of a perfectionist. I'm too nice!"

Interviewers can see right through that act. When they ask about your weaknesses, they're not trying to find out what's bad about you, they're trying to find out how you deal with your own shortcomings, and what steps you've taken to improve yourself as a designer. When you try to cover up your weaknesses, it demonstrates to the interviewer that, well, you try to hide your weaknesses instead of fixing them.

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Give a few relevant examples of your greatest weaknesses, but also provide examples of ways in which you've tried to work on them. Once again, you should back up your claims. Suppose your biggest weakness is that you have difficulty managing your time. Instead of just saying it's something you need to work on, mention how you got a new app for your phone that's helping you better manage your time, or that you've started writing out a schedule before working each day.

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Question # 8

What kind of design projects are you interested in?

Answer:-

A question like this is why it's so important to do your research. You don't want to apply for a job doing layout design for educational materials and moon over how much you love motion graphics for social marketing campaigns. A sample answer might sound a little like:

"I'm always trying to develop better practices for streamlined User Interface layout graphics. I'm really excited at the work this company has done for XYZ website, and I hope I'll get a chance to contribute to a similar project."

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Question # 9

What kind of design software are you familiar with?

Answer:-

When interviewers ask this question, they're trying to find out if you're able to use their in-house software, or how quickly you'd be able to learn if you're unfamiliar with it. Obviously, your best-case scenario is to know ahead of time what kind of software they use. If you already know how to use their preferred software, this will be a pretty straightforward answer.

If you don't know their software or you have no idea what they use, this can be a tricky question to answer. Tell them what you do know, and try to include any program you think they might use. If you use something that's similar to another program, that can also be a big help and the interviewer might not always be able to make that connection, so be sure to do it for them. For example, if you use one of the many Photoshop alternatives out there, you probably understand the basics of Photoshop too.

Express a willingness to learn new programs-this is a good idea even if you're familiar with their in-house software. You never know when the company might upgrade to new software, so designers who can make the switch without taking a long time to adjust are always favorable candidates. If you've ever had to learn new software for a job in the past, be sure to mention this in your interview.



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Question # 10

Which software do you prefer to work with and why?

Answer:-

Again, this is where research comes in handy. If you're applying to a design job as a 3D modeler with a company that uses 3DStudio Max you want to be able to say that you use that same program, not that you only use Maya because you think 3DS is inferior. You can frame it like this:

"I think it's important to know multiple modeling systems, because each has its benefits and drawbacks. I understand that your studio uses 3DStudio Max;

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Question # 11

What have you learned from your mistakes as a graphic designer?

Answer:-

We've all made blunders along the way. Employers are sympathetic to this fact, but they also want to work with designers who have learned from their mistakes and improved their craft because of it. Be prepared with examples from your career that demonstrate your ability to bounce back from a mistake-without making you look like a total doofus.

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Employers also want to see that you've learned from your mistakes-not just that you've learned to avoid making the same mistake again, but that you were able to adjust the way you work or think. They want to know how this mistake has made you a better graphic designer, not merely that you were able to save face after the fact.

Perhaps making a mistake in a graphic design program inspired you to research and learn more about it, to not only prevent future mistakes but discover new ways to improve your craft. Employers see you as an investment, so you have to show them that you'll only get better with time, and that the longer they stick with you, the more value you'll demonstrate.

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Question # 12

What is your design process?

Answer:-

This is an intuitive question, but because it can involve multiple steps, it's best to practice it before hand so that you aren't stumbling over your words as you attempt to get them out. This is also a question that gauges how efficient you are, as well as your attention to detail. You want to fall somewhere in the middle-talking about how it takes at least 15 drafts before you reach your final design will make it seem like you won't meet deadlines. On the other hand, claiming that you always design perfectly at square one will make it seem like you don't value craftsmanship or worse, that you're arrogant. You might say something like,

"Before I get started on a project, I like to develop a number of milestones to refer to so that I can stay on track. After that, I begin with a preliminary concept sketches and choose the ones that best meet client expectations. I will typically do three of four mock-ups to tweak the final design before I present it to the client. Of course, I always take any constructive criticism directed towards my work to improve as I go."

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Question # 13

What are your graphic design career goals?

Answer:-

This is an interview minefield that can be tricky to cross, especially if your career goals don't necessarily include staying with a company for an extended period of time. You want to be honest, but you don't want to come off as someone who is simply using this job as a stepping stone to something bigger. Employers realize that their employees aren't always going to stay with the company for the entirety of their career, but they also want to work with people who are committed.

You want to be honest, but you don't want to come off as someone who is simply using this job as a stepping stone to something bigger.

Express your career goals as a designer in a way that makes you seem favorable to the employer. For example, saying that you want to eventually leave to work with bigger brands and hopefully gain larger recognition might sound like a good goal to strive for, but saying as much could hurt your chances of getting the job.

Instead you might say something like "One day, I want to create a logo that is as recognizable as the McDonald's golden arches." You're telling the employer that you have lofty goals, but you're framing them in a way where the employer might be able to benefit from them. In the employer's mind, it might be their logo that you make into a nationally recognized icon.

It's important that you have goals. Saying that your career goal is to do the exact job you're interviewing for is just going to make you look desperate and directionless. The company you're interviewing with wants to expand and grow, and they want to work with designers who also want to expand and grow.

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Question # 14

Tell me about a time that you had to work under pressure?

Answer:-

Your interviewer isn't asking this question because she wants to know about that time in college that you had a paper due but your cat got a stomach virus and your car broke down. What she's really asking is "Tell me a time that you succeeded under pressure". You'll want to answer it without framing it as a "woe is me" story. For instance:

"In my last position, we were working on a very strict budget and close deadline. Because we were skilled communicators, everyone was able to pull together and exceed client expectations when the presentation was rescheduled to a week ahead of time."

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Question # 15

Please tell me why did you leave your last job?

Answer:-

This is not your own personal forum for airing out all of the grievances you had with your last employer, and doing so is not going to help you get the job. Instead, you want to remain professional and honest without coming across as someone who makes a lot of unnecessary problems. Put a positive spin on your reasoning as



much as you can.

For example, money is a common reason why people leave their jobs, and it's not unreasonable to seek out new employment opportunities in order to increase your income level. However, telling a potential employer that you left over money is going to signal to them that you might do the same thing to them one day, or that it'll be expensive to keep you. Instead, you can say that you felt there was no longer any room to grow at your last company, or that you were looking for new opportunities to advance your career.

In some cases, you'll be interviewing for a job without having actually left the last one. That's okay, but expect to answer a lot of questions about what you do at your current job, why you're thinking of leaving it and how long it'll take you to be able to start your new job.

If you work freelance, you may be asked questions about your current clients and whether working for them will create time conflicts or prevent you from hitting your deadlines.

If you were fired or let go from your last job, this might be an extremely stressful and difficult question for you to answer. Don't be too nervous if you were fired-after all, everybody loves a good comeback story. Just make sure to spin this answer into something positive that helps demonstrate your growth as a designer.

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For example, if you were let go from your last position because you weren't a good fit for your employer, it means you're ready to find a company which is better suited to your talents. If it was a personal problem, then outline the steps you've taken to correct that behavior and demonstrate your eagerness to get back in the game.

Above all else, stay positive and don't go into more detail than you need to in order to explain the situation. Don't point fingers or use this as an opportunity to badmouth your last boss. Just present the facts, show that you've grown from the experience, and move on to the next question. If the interviewer wants to know more, he or she will ask you follow-up questions.

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Question # 16

In your opinion, what are the qualities of a good graphic designer?

Answer:-

Here's your first chance to sell yourself a little, but don't overdo it. Think about the qualities that make a graphic designer great, and then expound on them a little. For example, you could say something like:

"There's no substitute for design intuition, of course, but understanding design technology as it changes is absolutely vital. For that reason, I make it a priority to stay up to date with software like Adobe CS and keep my eye out for changing market trends."

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Question # 17

What do you know about our company/brand?

Answer:-

Employers love it when employees take an interest in their company or brand, especially in the case of designers. After all, how can you design something that matches their brand's style if you don't know anything about them?

After all, how can you design something that matches their brand's style if you don't know anything about them?

Do your homework before the interview and try to come prepared with some idea of what the company is all about. You don't need to know all of the facts, but you should try to have an understanding of their overall message and philosophy, and why you are a good fit for them.

Employers are looking to work with designers who want to work with them, so if there's something about the company that you particularly like, now is the time to say so. Demonstrating that you share the same values as the brand helps you to look like the best candidate for the job.

If you can't find anything about the company, then this is your opportunity to learn more. Let the interviewer know that you tried to find information about the company, but were unable to. Then, ask them if they could fill you in on what you don't know. When the interviewer is done telling you about their company, reiterate your interest in the position based on your new knowledge of the company, and give some examples of why you fit in with their overall identity.

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Question # 18

What do you think of our work?

Answer:-

Talk about a loaded question! Most creatives are used to giving and receiving critiques - and when asked for their honest opinion, they may have trouble holding back. Constantly making something better is part of a creative's DNA. But this is the time to opt for the abridged version of your ideas.

A hiring manager asking this question is really wondering, first, if you've done your homework and are thoroughly familiar with the company and its brands. Second, he or she wants to know that, though you have an opinion, you can convey your ideas in a diplomatic manner. (No one wants to hire a person with a know-it-all attitude.)

So, instead of answering, "Your website needs a complete overhaul," you might say, "Your website has a retro feel that's worked well for the firm, but considering that the average age of your customers is under 30, you might want to consider a more modern design." Offer a few tips that stay true to the brand and the company.

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Question # 19

What have you done to improve your knowledge of graphic design?

Answer:-

Employers want to work with designers who are already good at what they do, but they also want designers who will continue to improve with time instead of stagnating. You didn't get to where you are by doing nothing, so talk about your experiences getting here.

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You'll want to provide your educational background, but also talk about some of the classes you took and why that made you a better graphic designer. Have you learned new software over the past few years? Have you tried your hand at designing a different type of media than you're used to? Do you spend time reading design books, blogs and forums? These are all great things to mention.

You might even want to pepper in some future ideas in your responses. If you have plans to take a class in the future or if there's a design book you've had your eye on, use this to demonstrate to the employer that you're still taking steps to improve yourself.

Like always, if you can tailor your responses to fit the particular job at hand, it will better your chances of becoming employed. For example, if you're interviewing for a print design career, you'll want to talk about the ways you've improved yourself as a print designer instead of focusing on all the ways you've improved your digital work.

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Question # 20

Do you have any questions for me regarding Graphics Designer work?

Answer:-

With all the pressure and anxiety of being under the microscope during a job interview, people often tend to forget that you're just as much interviewing them as much as they are interviewing you. You should always come prepared with questions to ask at the end of the interview. Not only does this make you seem engaged and show your interest in the position, but it also gives you a chance to make sure this job is the right fit for you.

People often tend to forget that you're just as much interviewing them as much as they are interviewing you.

Try to avoid bringing up questions about pay rates or vacation days unless you're in a position where you absolutely have to. Most employers don't like to discuss pay until a follow-up interview, so try to wait out these questions if you can.

Questions about the company, the people you'd be working with, and what the job itself entails are all good places to start. However, you'll want to find questions that make you seem engaged, not just going through the motions. Instead of just asking what their company is all about, inquire about the future of the company: where it's heading, what projects are coming up, and what the future means for the position you're applying for.

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Question # 21

What kinds of print media have you worked with?

Answer:-

If you're applying for a job designing print media, chances are the employer is going to want to know what kind of print you've worked with in the past. This also rings true for any design job, not just print-employers want to know how comfortable you are working in different mediums.

This is because employers want to know if they're going to have to train you on anything down the line, which could be expensive on their behalf. So they want to see what you already know to gauge how much further you still need to go. Be sure to mention the types of media you've worked within, the equipment you've used and any formal training you might have received along the way.

If you can manage it, bring examples of your past print work for the employer to see. Since this is print we're talking about, it makes an even bigger impression if you have actual, physical examples that the employer can touch, hold and possibly even keep for themselves. Check out our tips for designing a unique print design portfolio for more information.

It makes an even bigger impression if you have actual, physical examples that the employer can touch, hold and possibly even keep for themselves.

If you don't have much experience with print (or any medium you might be planning to work with), then you still need to find a way to impart your knowledge of the subject so employers know that you at least have something to bring to the table. For example, do some research on print design before the interview so you can at least say that you understand the basic concepts and limitations of working in the medium.

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Question # 22

Would you consider yourself a team player?

Answer:-

No matter if you're an in-house designer or working freelance from home, you are a part of something greater and you belong to a team of people all working towards the same goal. When employers ask this question, they're not looking for a simple "yes" or "no." They're looking for some sort of indication as to where you fit in the team.

Are you the type of person who naturally ends up leading the team? Are you happy to just play whatever role is necessary on the team to get the job done? Are you the type of person who can always be counted on to put in the extra work to do last-minute tasks that pop up? These are the type of things that employers want to know.

If you're a bit of a lone wolf, it's okay to run without a pack, but you're going to have to make some sort of concessions to your future employers. If you work best alone, find some other way that you can contribute to the team. Suggest that you're happy to participate in planning and development meetings, or that you'll check in on a regular basis with your team through e-mail.

If you're a bit of a lone wolf, it's okay to run without a pack, but you're going to have to make some sort of concessions to your future employers.

Employers just want to make sure that everything will keep running smoothly if they hire you, and that you'll be able to get along and work effectively beside the people who already work there.

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Question # 23

Can you tell me about a time when you had to work under pressure and how you overcame it?

Answer:-

Sometimes, unforeseen circumstances can bring additional pressure to the job and employers want to make sure that the designers they work with aren't going to fall apart the minute the going gets tough. Questions like this tell the employer two things-not only how you handle pressure, but what constitutes a stressful situation in your book.

Questions like this tell the employer two things-not only how you handle pressure, but what constitutes a stressful situation in your book.

Be ready to answer this with an anecdote or example from your life that shows you know how to keep cool under pressure. Stories about deadlines, editorial mandates or last-minute changes are good to include, because these are the kind of stresses that will naturally occur in the design field. Showing that you've already dealt with these kinds of stresses makes you a stronger, more experienced candidate.

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Question # 24

What do you think of our work/company?

Answer:-

A job interview might give you the chance to step into the spotlight, but that doesn't mean you're going to be the only one in it. Employers love to hear you talk about their company and the work that they do just as much as you like to hear people say nice things about your design work.

Employers love to hear you talk about their company and the work that they do just as much as you like to hear people say nice things about your design work.

This is also a bit of a test to see if you've done your homework, so try to be prepared to answer this ahead of time. Again, if you don't know anything about the company and can't find out any info, this is a good chance to hear more about them.

Give your honest opinion, but avoid being too negative-after all, if you didn't like the company or the work that they do, why would you want to interview for the job in the first place? Constructive criticism is okay, but again, you want to frame it around why you're the best person for the job.

It's okay to impart that there is something missing within their organization-perhaps it's a void that only you can fill! But you don't want to come across as someone who is ready to start tearing everything down and doing it all your way.



Regardless of what you know or how you feel, you should have some nice things to say-even if it's just your initial impressions when you came in for the interview.

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Question # 25

What are some of your greatest accomplishments?

Answer:-

If you have accolades, awards, academic achievements or other lofty accomplishments in your past, then this question is likely going to be easy for you to answer. This is your chance to blow them away with all the great stuff you've been able to accomplish in the design field so far.

However, many people may have difficulties answering this question for a number of different reasons. Maybe you don't feel as if you've accomplished much of anything, maybe you're actively working towards something big but haven't quite made it yet, or maybe your big life accomplishment has nothing to do with graphic design.

Remember why employers ask this question in the first place-they want to work with people who have ambition, because ambitious people tend to put in the work to accomplish their goals. Employers also want to understand what inspires you; what do you consider an accomplishment in the first place?

...they want to work with people who have ambition, because ambitious people tend to put in the work to accomplish their goals.

Your job in this scenario is to show them why your greatest accomplishments make you the best candidate for the job, even if they don't seem that great or have much to do with graphic design at first glance.

Tell a story about how you achieved this accomplishment and what obstacles you had to overcome to do so. Also, be sure to let the interviewer know why this accomplishment means so much to you. This way, no matter what your achievement might be, the interviewer knows more about what motivates you and how you utilize that motivation to get stuff done.

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Question # 26

How long does it take for you to deliver the final product?

Answer:-

Time is money, and the more time you take on a project, the more money it will cost your employers in the long run. However, this can be a problematic question to answer, because you also need to look out for your own interests. Many designers make the mistake of underselling how long it actually takes them to finish a project, which can create a whole heap of problems down the road.

After all, if you say it takes you one hour to do a project that actually takes three, your employer is going to hold you to that statement and you'll find yourself overwhelmed with deadlines you just can't meet. It's almost better in this instance to overestimate how much time you take, just to give yourself a buffer in case you're hit with a particularly difficult assignment. However, that can also be a dangerous game to play, because it may make you look less attractive than other candidates who can work faster than you.

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What's important here is to give the interviewer a sense of how you manage your time. If it takes you longer than others to get a job done, then you need to be able to show why that extra time makes for a better final product. Break down your workflow into blocks of time so they know exactly how you work and what you use your time for.

This way, if your estimation seems too high, the employer has more information to go on and it just might help your chances. For example, if you spend a lot of your work time coming up with ideas, it might not be an issue at your new job if some of those ideas will be provided for you by a creative director.

Plus, you may find that the employer has no idea how long the project should take and are legitimately asking you because they need to know what to expect. They may be just trying to figure out how to work you into their workflow based on their own timetable.

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Question # 27

What qualities do you consider necessary for a good designer?

Answer:-

Everybody has their own opinion on what makes a good designer, and your opinion on the subject can give potential employers some insight on how you operate. That's because the qualities you describe are going to be ones that you either already have or aspire to become better at.

It's best to go for a wide range of different qualities that show that you understand what it takes to be a successful designer. If you say something like "a good designer is creative, imaginative and has a unique sense of style," you're going to come off as a bit single-minded. Saying something like "a good designer is creative, punctual and open to feedback" will make you seem like you understand everything that goes into the job.

But don't forget that the person interviewing you is likely going to hear a lot of the same thing from every designer they talk to. Come prepared with a few unique attributes to set yourself apart from the rest of those being considered for the job. Focus on unique attributes that relate back to your own personal experiences as a designer, and also tie into the job you're applying for. Surprise the interviewer with an answer that is well thought-out and one they haven't heard a dozen times before.

Surprise the interviewer with an answer that is well thought-out and one they haven't heard a dozen times before.

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Question # 28

Please tell us what are your strengths and weaknesses?

Answer:-

This is one of the most typical interview questions. In fact, it doesn't matter if you apply for a position of a graphic designer, a teacher or a product manager. It will most likely come in any job interview.

In order to answer it well, you need to understand the basic principle: What is a strength for one job is useless in another position. And what is a weakness for one employee, can be a strength for another one.

Let me list the strengths of graphic designers right now. You can pick few for your answer:

- * creativeness
- * ability to understand the needs and desires of various people and transform it into final design works
- * analytical thinking
- * detail oriented personality
- * ability to teamwork
- * patience and perseverance
- * drawing and other artistic abilities

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Question # 29

Basic Freelance Graphics Designer Interview Questions:

Answer:-

- * Why did you decide for a career of a graphic designer?
- * What caught your eye on the job description?
- * Why do you want to work for us and not for other company? There are many offers for graphic designers...
- * What characterize a good designer from your point of view?
- * What are your strengths and weaknesses?
- * What do you want to accomplish on this position?
- * Where do you see yourself in five years time?
- * Describe a situation when you needed to meet a tight deadline with a project.
- * Describe a situation when you worked under pressure. How did you handle that?
- * Describe a conflict you had with your boss, or with your colleague. What was the situation and how did you solve it?
- * What kind of design projects are you most interested in?
- * Name all software products you can work with. How long have you been working with it. What do you like about this and that program? Why do you prefer it to other, competing programs?
- * What do you consider to be the current trends in the area of graphic design?
- * How important do you think communication in graphic design is?
- * What is a primary goal of a graphic designer? Is it important that the design is good looking, or what else should a designer consider his first priority?
- * Tell me something about your latest design projects. What challenges did you face and how did you handle it?
- * What do you consider your most successful design project and why?
- * What are the differences between associative hatching and non-associative hatching in CAD?
- * If you wanted to select a line and there were other lines on top of it how would you select it in CAD?
- * What is the difference between a crossing polygon and a window polygon?
- * What is Linking Layer in Photoshop?
- * How to modify one image from one layer to another layer?
- * Explain about Lasso tools in Photoshop.
- * What is the shortcut to zoom back to 100%?
- * When are you able to start?
- * Do you have any questions?

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Question # 30

16 graphic design interview tips:

Answer:-

1. When you arrive in the interview give us your business card. It should be well designed, memorable, simple and hopefully have a great idea. It should be unique and you should be branded.
2. Have 8-12 pieces of work in your folio. Put the best pieces at the front and back.
3. Have at least six questions ready to ask (if you have less, you'll find they will be answered in the course of the interview).
4. Take a pad and pen, take it out at the beginning of the interview. You don't have to take notes, but it looks as if you are organised.
5. Talk about your work before you show it, but don't talk too much. This should be one short sentence to engage the interviewer with you. We will be looking at you as you speak. Then show us your work.
6. Have samples and mock ups.
7. Bring sketches. We are as interested in how you got to the final solution as the solution itself. You can show other concepts.
8. Have a copy of your CV (resumé) at the back of the portfolio. Offer it even if we already have it.
9. On your CV don't tell people about exam results or part-time jobs that have nothing to do with your chosen career. It pisses us off.
10. Don't talk about holiday or money in a first interview.
11. Give a firm handshake.
12. Tell us you really want the job (believe it or not, hardly anyone does this).
13. Ask for our business card(s).
14. When you get back home, send an email thanking us for the interview.
15. Make sure your branding is consistent on your business card, CV and email signature.
16. One for luck: Remember, 80% of design students are crap. We see lots of CVs (95% of which are crap). If you can get into the top 20% you will get a job.

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Question # 31

Sample Graphic Designer Job Interview Questions:

Answer:-

- * What graphic design software are you most comfortable working with?
- * What graphic design software do you know best? Which one could you improve?
- * What do you think are the most important qualities in a graphic designer?
- * How comfortable are you being told what to design?
- * How well do you take criticism?
- * You are asked to design a new logo for our company. What would it look like?
- * Do you sketch your designs first before converting them to digital format?
- * How many designs do you usually sketch before choosing one?
- * Do you have a tablet at home? What is it and why do you like it?
- * How long would it take you to plan, design, and complete a 300times400 banner?
- * How familiar are you designing graphics for [online marketing, newspapers, etc.]?
- * You may be given strict parameters for your designs. Will that stifle your creativity?
- * You are told to create a design without any instructions. What do you do?
- * How do you plan your designs before you start drafting them?
- * Tell me about some of the designs you have created, and their success.

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Question # 32



Tell me about a time when you closed a deal with someone that was unsure about going forth, how did you do? What was the project for?

Answer:-

I was hired to create a logo and for a bow-turning company. After I completed it I was asked to create a website for them in the future. Months had passed without any word, so I created some sample pages to show the client. They were happy with the result and decided to move forward.

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Question # 33

Why did you decide for a career of graphic designer?

Answer:-

Exceptional graphic designers are always driven by passion, creativity and love.

This job is good. We all know it. Clean working environment, different projects all the time, exceptional salary. You name it! However, different motives of career choice should resonate in your answer.

Focus on your love to designing, on perfect predispositions to have a job, on strong belief in added value you can bring to the team as a graphic designer, on a chance to change something in the world (or at least in a corporation).

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Question # 34

What kind of design projects interest you?

Answer:-

Liking your job has never been a requirement of employment, but good employers know that happy workers do better work-especially if they like the work they're doing. Every designer has his or her own specialty, something they like to do above all else. If what you like to do just happens to be the same job you're applying for, then you're in good shape.

Liking your job has never been a requirement of employment, but good employers know that happy workers do better work-especially if they like the work they're doing.

If you're afraid that your interests and the job you're applying for aren't the best match for one another, then try to find the best answer that is not only honest, but makes you the best candidate for the job. You could mention that you would like to work your way up into a position that would let you work on your favorite types of projects, if that's a possibility.

Or you could always aim for an answer that is a little broader. You could say that you like projects that allow you to work with a team, or that you like working on challenging projects that everybody else has given up on.

In the end, you want to answer as truthfully as possible, because it gives future employers a sense of what you're good at and where you might fit the best. You never know, you could go in for an interview for one job and leave with a different job you didn't even know was available.

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Question # 35

Tell me something about your latest design projects. What challenges did you face and how did you handle it?

Answer:-

First of all, you should prepare a portfolio of best works, either in an electronic, or in a paper form. Every responsible designer serious about his job search has one. It can be simple, but it should be nice. Do not economize. Use quality printer and colors, so your works look good on the paper.

Such a portfolio should include also a goal of each project, your target audience, and programs/techniques you used to complete it. It is good to have few copies of your portfolio, so you can leave one to the interviewers (at least for temporary time).

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Question # 36

What has caught your eye on our job description?

Answer:-

One can find plenty of graphic design job openings on every single job board. We typically apply for most of them, or at least for few, to increase our chances of getting some invitations for an interview... But you should not leave this kind of an impression in an interview.

Recruiters are proud on their companies. They believe to be the market leaders, even if it is far from truth. Therefore, you need to convince them that this job interview is special for you, that it stands out from the group of other, similar positions. They should not get an impression that it is just another meeting with another employer on your long list

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Question # 37

How good are you about sticking to your deadlines?

Answer:-

Employers are looking for designers who can not only deliver results, but do so in a timely manner. Failing to meet your deadlines can cost your employer money or make them lose face to their customers, clients and business associates. If you are good about keeping up on your deadlines, you'll be good to go when it comes time to answer this question.

If sticking to your deadlines is something that you have a hard time with, then you need to at least show the interviewer that you respect deadlines and that you do whatever it takes to get your job done. Give examples of times when you weren't able to complete a task on deadline, and explain why you fell behind and how you rectified the situation. Did you ask for an extension ahead of time? Did you bring in another designer to help you with the work?

Keep in mind, there's no reason to punish yourself if you've missed the odd deadline here or there in the past. Potential employers want to know how you're going to handle their deadlines, so you can always turn a negative experience into something positive.

There's no reason to punish yourself if you've missed the odd deadline here or there in the past.

Say you've missed deadlines in the past because of last minute editorial changes. You might answer the question by saying you're good at keeping deadlines so long as you have everything you need to do the job ahead of time. This way, you can answer the question positively and truthfully while also giving the employer some insight as to how you work best.

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Question # 38

When creating graphics, what do you think is the most important aspect, planning, design, or implementation?

Answer:-

Planning, without a doubt.

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Question # 39

What program do you use and are you certified?

Answer:-

There's no right answer, of course, unless you have a personal preference, but this will help you gauge the professionalism of your potential hire. Are they using something that's free? Like the free download of paint.net? (Probably not the best sign.) Or has this person really invested in their career by buying top-of-the line software. Are they certified in any particular program like Adobe InDesign or Corel? How you interpret the answer is up to you, but understand that owning the best software doesn't always guarantee skill.

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Question # 40

Tell me what kind of design projects are you interested in?

Answer:-

Each of us has some interests. While someone loves webdesign, someone else is into designing clothes, or buildings. Some guys may love to be involved in product management, having a role of designers and taking care of all the project in its complexity.

However, you should forget on your own interests for a while, and think about the interests of an employer. You should say that you like what they design.

To be able to do it you need to do your homework. Spend some time on their website, check the portfolio, find out what kind of design they are into and stick to it in your answer. Job description should also help you.

It would be tiring and dreadful to work on projects you aren't into yourself. I know that we need some job to make money... But you should chose a job that will make you happy in your daily life.

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Question # 41

How long does a typical project take you to create from sketch to finish?

Answer:-

About 2 hours per page for concept and 1 to 2 hours per page for the electronic comp, depending on the amount of text.

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Question # 42

What can you show me from your portfolio that is similar to what I want?

Answer:-

This is not about getting free ideas out of the person. This is about seeing similar work. If you want business cards, ask to see their business cards. A brochure? Make sure you see what they've done in that regard. Be sure they have experience creating the type of work you need.

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Question # 43

Which process of a project creation do you enjoy the most?

Answer:-

Electronic set up of the comp, laying out the pages, and including placeholders, and of course, seeing that comp come out of the printer a sparkling design.

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Question # 44

What format/file type will you use to turn in your work?

Answer:-

This is important depending on what you plan to do with it. If they are creating a button for your website and your web designer wants to get it in the form of a jpeg file, then you need to be sure that's what you'll get.

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Question # 45

Show the designer some samples of things you like?

Answer:-

Graphic designers are not mind readers. Show each person you interview a few links to concepts or layouts that are similar to what you are looking for. Be sure to get a feel for whether or not they can deliver what you want. (By the way, you should probably pass on any interviewee who criticizes the type of artwork you want.)

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Question # 46

Have you ever gotten tired of creating new designs?

Answer:-



Absolutely No coz I Love to create new designs and its my passion

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Question # 47

Ask about the designer's work schedule?

Answer:-

Proper design projects will require a lot of back and forth between you and the designer you hire. You'll want to see the progress at specific check points (sketch, mockup, rendering, etc.). Be sure that you understand when the designer is and is not working, so that you don't become frustrated by a designer who is never available to talk when you are.

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Question # 48

What's the difference between rich black and auto black?

Answer:-

Rich black includes a mix of hues in addition to 100K. Auto black may be either 100K or rich, depending on the software's default settings. It's always important to check out what that is. I prefer to always work on a screen with the settings displaying the actual black.

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Question # 49

How many hours do you expect to spend on the project?

Answer:-

You may or may not know what is realistic for your project, but getting the estimation from several interviewees will start to give you some answers.

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Question # 50

What do you do when a client wants a reverse ad?

Answer:-

Explain that reverse type is harder to read in large quantities. I would suggest that the copy be kept to a minimum of under several paragraphs and that a heavier than normal, sans serif font be used for all type below 14 pt. And avoid thin script styles at any size.

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Question # 51

If you decide to hire the designer, pass him one assignment at a time?

Answer:-

Starting off slow will allow you to weed out the bad hires and discover the great ones before making any kind of long-term contract commitment.

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Question # 52

Who is your favorite designer?

Answer:-

I love logo design, so my answer would have to be Paul Rand.

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Question # 53

What do you want to accomplish on this position?

Answer:-

Most people do not have any goals in their job. They simply go to work, do what is expected of them (and nothing more) and wait for the paycheck at the end of the month... However, you will have to present different attitudes and expectations in an interview, if you want to succeed.

Recruiters want to hear that you want to help them to prosper, that you strive to deliver an added value every day and want to make a difference in your daily job.

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Question # 54

How familiar are you with Adobe's product line?

Answer:-

Some Familiar, mostly the ones used for print production.

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Question # 55

Where do you see yourself in five years time?

Answer:-

If we talk about career growth, graphic designers should not be too ambitious. One can potentially become a consultant, or a graphic director of a company. But as you can imagine, this is not an easy path and in most of the cases, one simply has the same job for many years, job of a designer.



Therefore, if they inquire about your future plans, you should do the following:

* Focus on achievements, not promotion. Say that you would love to be recognized for your work on successful campaigns in five years time. Say that you would love to have the same job and an impressive track record as a designer.

* Connect your future with the company. If a company hires a good designer, they want to keep him for a long time. Therefore you should always say you would love to be with them and progress. We live in an era without real loyalty. Show them that you are different and succeed in your interview.

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Question # 56

When working with flash, what is a reasonable timeframe for a leaderboard banner?

Answer:-

I guess 1 hour but I am not a Flash user.

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Question # 57

Do you find CSS to be superior or inferior?

Answer:-

I find that its superior to the table system.

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Question # 58

Have you worked on a project as part of a team? How did it turn out? What parts did you contribute?

Answer:-

Yes. Magazine design. Turn out very well. I contributed in the design of the layout and cover pages.

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Question # 59

How much bleed do you normally have on your layouts?

Answer:-

1/8 of an inch is pretty standard, although I'm always in contact with the printer, so I check with them before sending the file.

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Question # 60

How do you estimate the timeline of your own design process?

Answer:-

This question should reveal how effectively a designer works with deadlines and project timelines. The candidate should be able to tell you about estimation tools and techniques encountered during his or her design career. Ask candidates if they create their own estimated timelines, milestones and deadlines, or if they were provided by another team member.

It is more important to find out if a designer manages to meet these set timelines, milestones and deadlines, or if they negatively affect the creative process. Some estimation techniques are Function Point Analysis, Use Case Template and Relative Mass Valuation.

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Question # 61

What is your preferred software for creating these designs?

Answer:-

I like using Adobe Creative Suite.

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Question # 62

What are your core areas of UI design expertise?

Answer:-

Any UI designer who has worked long enough on various, unique projects, will have developed areas of expertise, or at least, preferences.

The designer's answers should revolve around preferred client types or around certain type of platforms: Designing websites, mobile apps, backend dashboards, for instance. Professional UI designers would also cover the journey itself, describing how they arrived at these areas of expertise and experience.

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Question # 63

What is your experience with CSS?

Answer:-

I have used it to create web pages in Dreamweaver.

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Question # 64

How would you redesign a well known user interface?



Answer:-

This question should clarify how a designer thinks as the end-user. First of all, the designer has to identify the elements to be redesigned (colors, shapes, sizes, placement, for example), followed up by reasons, not choices, explaining why these elements require a redesign.

Finally, the most important part of this question should reveal the changes the designer would like to apply to the user interface. Again, backed up by reasons rather than choices, the designer needs to explain why the proposed changes would look better and how these changes would contribute better to the user experience.

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Question # 65

Can you describe your ideal work day as a UI designer?

Answer:-

By answering this question, a designer should reveal a lot about his or her preferences of processes, orders and setups. You should be able to find out how much of a team player the applicant is, and how much does s/he expect from other team members: Developers, UX designers, and Information Architects.

A good UI designer should mention how important it is to communicate with UX designers about changes in prototypes or wireframes. Another good sign is if the designer mentions keeping end-user goals in mind when designing each element, as well as how s/he is aware of any technical limitations.

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Question # 66

What do you think is the most intuitive user interface ever created?

Answer:-

Many design experts continue to argue over whether intuition-driven user interfaces are a myth. Those who are advocates say learning that the end-user describes your user interface as "intuitive" is the highest praise you will ever receive.

This is a thought provoking question for any UI designer and it will allow you to find out whether the designer also thinks it's a myth or not. More importantly, if the designer does not believe it is a myth, what would she or he consider the most intuitive user interface created?

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Question # 67

What's the difference between the gripped edge and the deckle of paper stock?

Answer:-

Gripped edge is where the press holds the paper, deckle edge is the ragged edge of paper before it is cut.

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Question # 68

Why do you think Sketch has gained such popularity around UI?

Answer:-

While just a few years ago Photoshop was the number-one choice for every designer, today things have changed. The majority of professional UI designers prefer to design interfaces using Sketch, which was developed specifically for user interface creation, but not for logos, illustrations, or anything else graphics-related.

Still, it is beneficial to hear why UI designers think Sketch has gained so much popularity in such a short time. Some of the features that Sketch is known for are 100 percent vector support, code-friendly designs, robust export features, customizable grid systems, and so on.

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Question # 69

Can you describe an app with the worst ever user interface?

Answer:-

This is a kind of reverse psychology question. You might as well just ask, "What do you think a great user interface looks like?" But the trick is not to make the question too obvious so the prospective designer does not give a general answer.

By describing elements of the worst ever user interface, the designer illustrates his or her design values for such things as buttons, input boxes, labels, login screens, as well as shapes, sizes, positioning and colors of these elements. A professional UI designer should always give a detailed explanation of why a certain interface has no chance of pleasing the end-user.

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Question # 70

Can you tell me about a time you used UI microinteractions?

Answer:-

deally, this question should be answered by referring to a project where a designer used UI microinteractions to enhance the "feel" part of the "look and feel".

Professional UI designers understand that a design can have beautifully designed features and elements, but if there is not enough attention to detail, the end-user might be put off. Therefore, employing UI microinteractions is a good way to take care of these little details.

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Question # 71

What processes do you find most difficult in creating a new design?

Answer:-

The most difficult part would have to be the design process. With that being said, it is also my favorite part. It great to see all of your ideas distilled down into an effective design.

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Question # 72

What are your thoughts about Google's material design?

Answer:-

Google created material design as a visual language that synthesizes classic principles of good design with the innovation and possibility of technology and science. This is a more specific than generic question, which should also be answered by a more specific answer. Professional UI designers keeping their fingers on the pulse of the latest user interface updates and standards, will know a lot about material design: it's principles, properties, environment, goals, and the like. Hearing the designer's own thoughts should indicate that the candidate is not just following latest trends because it's trendy.

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Question # 73

What is a blueline?

Answer:-

The final proof before the actual press run. It includes all the images at actual resolution, but everything is printed out in one color--blue.

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Question # 74

What UX information you need to have before you start designing?

Answer:-

Every professional UI designer should have as much information as possible about the user experience (UX) and user journey that the team intends to create. This UX experience is usually planned out based on gathered data, including user surveying, usability testing, and so on. So, the foundational information a UI designer needs before starting will revolve around the end-user needs and some business goals. It would also be wise to discover the designer's reasoning behind any UX information s/he feels is necessary prior to commencing work on the project.

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Question # 75

When designing print jobs what file format would you use for photos?

Answer:-

PSD TIFF. EPS. JPG or PDF

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Question # 76

Tell me your process of taking a project from initial sketch to the final product?

Answer:-

At first understand core Concept or requirement of software.

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Question # 77

When is eye catching, too much?

Answer:-

When It detracts from the message. Your work may aesthetically be incredible, but it has to effectively communicate the message.

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Question # 78

Why should our small firm hire you?

Answer:-

Because I'm a hard worker that loves to innovate and gives 110% to guarantee all projects are finished and admire by the customers.

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