

Interview Questions:

Tell me a little bit about yourself.

Tell me a little bit about your past experiences or skills as they might relate to the role? Experience and interest working in studio environments? What are some of your strengths?

(assess commitment, work ethic, how reliable, ability to receive feedback and act on it / improve, excitement/enthusiasm, good problem-solving, ability to respond to direction, etc.)

Can you tell me about a project where you had to balance a deadline / have had to meet a tight deadline...preferably something more processed based like this project, perhaps over multiple weeks...how did you manage the timeline, stay focused, stay on track? *(looking for evidence of problem-solving, self-motivation, balance the creative w/ awareness of deadlines)*

How do you normally work? Tell me more about your own process / how you approach projects in the studio *(more from a managing projects standpoint?)*

How do you respond or like to receive feedback? Can you think of a time you received feedback that you didn't agree with, how did you respond?

What are you hoping to get out of the role?

Talk about physical demands of the role. Is this something they're comfortable with?

Availability—how would this job fit into other work or obligations this summer? *Talk about project timeline / what I'm looking for.*