SENIOR SOFTWARE ENGINEER : CODE CRAFT INTERVIEW GUIDE

Overview

The software engineer interview for DoorDash has 3 rounds -

- Recruiter Screen - 30 minutes
- Technical Screen - 60 minutes
- Virtual Onsite of 3-4 rounds - 4 to 5 hours.

The interview process takes about 4 to 6 weeks to complete. The process is divided into 2 initial technical stages and a final round loop. Each stage is evaluated with a Strongly No, No, Yes or Strongly Yes and in the end a committee decides the final result.

The interview process at DoorDash has been transitioning from LeetCode questions to a more practical format of CodeCraft and AI assisted coding. But since the process is subjective to different teams, you might get the new format or still be tested on raw coding and speed. This guide covers both, stage by stage, along with additional tips to help you ace the interview.

Step 1 - Recruiter Screen

Recruiter call lasts 30 mins which covers standard resume walkthrough,

- **Background** - ‘Tell me about yourself and about your recent projects’
- **Team Effort** - ‘Can you tell me how you successfully collaborated with teams in the past?’
- **Why DoorDash?** - ‘What excites you most about joining DoorDash’s engineering team?’

- ‘What are your career goals?’

In this call, the recruiter will also review whether you match the requirements for the role you have applied for and map you to a team and level.

If your prep kit doesn’t explicitly mention that the interview will follow a practical API format instead of LeetCode, you can clarify the format for your interview with the recruiter in this call.
This will help to simplify your prep by focusing on a single format.

Step 2 - Technical Screen

This round uses classic bootstrap problems like a recurring version of a simplified dasher pay problem or asks you to manipulate mocked data in a list of objects in a basic LeetCode format. This round will take place in CodeCraft with a DoorDash software engineer.

As the name suggests, this round tests your technical skills. So the interviewer may introduce additional coding requirements like double-pay-rate windows and ask you to expand on what should happen if downstream dependency fails during a workflow.

Additional tips to note for this round -

- There is no starter code. You have to build the components on your own.
- Be ready to discuss edge cases and Big O as well.
- Adding a few corner cases will help display the robustness along with the tests provided.

Step 3 - Virtual Onsite Round.

This virtual onsite round usually had 3 rounds. The fourth round of AI assisted coding which is centered in DAG has become more frequent in interviews in the last year or so.This is an important loop as you are tested on not only your technical know-hows but also your capability in handling complex systems.

This round changes a bit for senior level roles with candidates being asked for a heavier design load or a team-stack deep dive. Otherwise, it generally looks like this -

Virtual Onsite Round 1 - Debugging in CodeCraft

This is a relatively new change from LeetCode problems. The exercise will be to debug a code full of bugs, including problems in the unit test themselves or a random variant of Dasher picker will be used. The bugs will not be limited to basic collection logic.

What are the interviewers testing? -

- **Correctness & Concurrency** - Can you notice multi-threading concerns? Can you explain synchronization at the method v/s block level?

Additional tips to note for this round -

- Practice building simple Representational State Transfer (REST) endpoints from scratch and think about error handling, validation, rate limitation etc.
- Work on how to fix issues while maintaining valid indices after bug removal.
- Prepare to expand on the root cause and deal with follow-up questions.

Virtual Onsite Round 2 - System Design

The first part of the interview will focus on one of your previous projects where you will be expected to deep dive about your role and answer follow-up questions like what you would change if you were building the system again.
The second half of this round is the system design part. This involves no coding. A whiteboard tool is provided where you are expected to build a mock API design according to the prompt given to you.

Some recently asked prompts -

- Design the backend system for a donations platform.
- Design a simplified Alert Notification System.
- Design a system that offers discounts to customers.

After you receive the prompt, start by asking clarifying questions about the technical and functional requirements. This will help you tackle the vastness since the problems given are generally vague and guide you towards a solution.

Then you will be given time to map out the actual design on the whiteboard tool along with any calculations you might need to do. It is important here to focus on the base design first instead of going into detail due to time constraints.

After you have built the design along with necessary components, discuss and refine the system with your interviewer. Here you might be asked to focus on a specific component or be provided with real world scenarios that challenge your system design.

Additional tips to ace this round -

- Candidates report that interviewers expect you to deep dive into how your system in unexpected situations would work rather than just accepting a surface-level answer.

- The design needs to handle failure and increasing load.

- The interview interface will include separate areas for requirements/notes and architecture diagrams, so it is important to note down functional and non-fuctional requirements early in the round.

Virtual Onsite Round 3 - Behavioural Round

60 minutes with questions with the Hiring Manager tied to DoorDash's mission value.

Prep for this round -

- Select 3-4 of your previous projects.
- Structure them into a 2 minute STAR answer - Situation, Task, Answer, Result.
- Better if you can include - what you owned and what you would do differently.
- Match atleast one story to DoorDash's mission values like 'Operating at the lowest level of detail' or 'One Team One Fight'.

Virtual Onsite Round 4 - AI assisted Coding

This round is an AI assisted Coding Round centred around Directed Acyclic Graph (DAG).
There will be no starter code. You will be required to build multiple components for your project as well as a workflow connecting them.

What the interviewers are testing for -

- How are you designing the system?
- How many additional features can you add?
- How will you extend the API later?
- Can you expose the HTTP endpoints on ports?

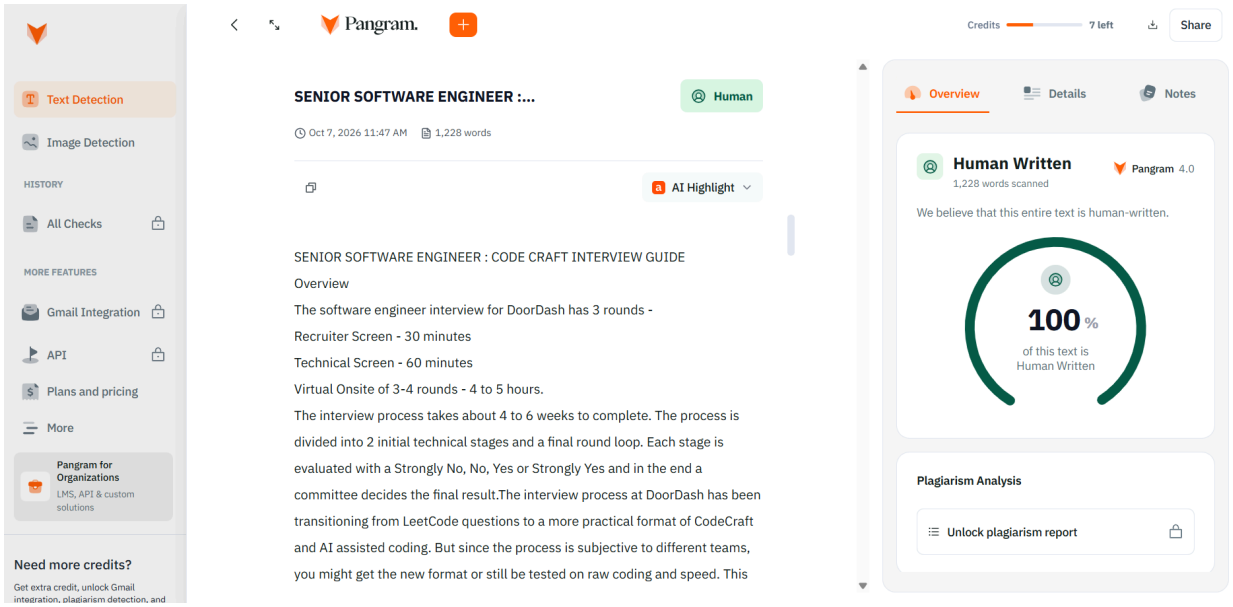
This test is not about building a sophisticated DAG engine. It is about getting the service running and interacting end to end in the allocated time.

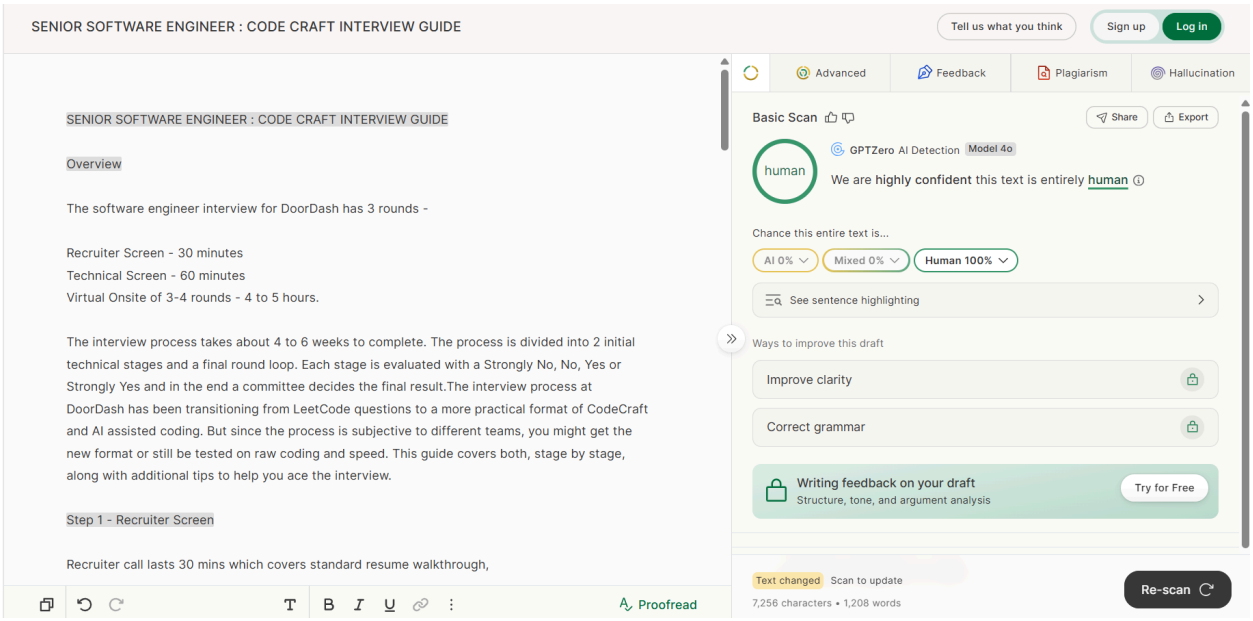
FAQs -

- **Can I use AI?**
    - DoorDash prohibits the use of AI during standard and behvioural rounds. Some candidates report that the use of AI tools are encouraged only during the CodeCraft round. As there is no official information about this, it is advisable to proceed without AI by default unless instructed otherwise.

- **Is the interview hard?**
    - Glassdoor reports show a 3.1/5 rating in difficulty across 213 reviews. Therefore, the difficulty level is average.

- **What is the new grad process?**
    - Similar process but without the practical CodeCraft format. A HackerRank online assessment with medium to hard LeetCode questions, 2 back to back technical rounds and lastly the behavioural round. It is straight LeetCode.




SENIOR SOFTWARE ENGINEER : CODE CRAFT INTERVIEW GUIDE
Tell us what you think
Sign up
Log in
SENIOR SOFTWARE ENGINEER : CODE CRAFT INTERVIEW GUIDE
Overview
The software engineer interview for DoorDash has 3 rounds -
Recruiter Screen - 30 minutes
Technical Screen - 60 minutes
Virtual Onsite of 3-4 rounds - 4 to 5 hours.
The interview process takes about 4 to 6 weeks to complete. The process is divided into 2 initial technical stages and a final round loop. Each stage is evaluated with a Strongly No, No, Yes or Strongly Yes and in the end a committee decides the final result.The interview process at DoorDash has been transitioning from LeetCode questions to a more practical format of CodeCraft and AI assisted coding. But since the process is subjective to different teams, you might get the new format or still be tested on raw coding and speed. This guide covers both, stage by stage, along with additional tips to help you ace the interview.
Step 1 - Recruiter Screen
Recruiter call lasts 30 mins which covers standard resume walkthrough,
Proofread
Advanced
Feedback
Plagiarism
Hallucination
Basic Scan
Share
Export
human
GPTZero AI Detection
Model 4o
We are highly confident this text is entirely human
Chance this entire text is...
AI 0%
Mixed 0%
Human 100%
See sentence highlighting
Ways to improve this draft
Improve clarity
Correct grammar
Writing feedback on your draft
Structure, tone, and argument analysis
Try for Free
Text changed
Scan to update
7,256 characters • 1,208 words
Re-scan