



UX Interview Questions & Frameworks





01

Tell me about yourself.

Don't recite your resume.

Use: Where you've been → What you learned → What you're good at → Why this role



02

Walk me through your portfolio.

Don't narrate every screen.

Focus on:

Problem → Decisions → Trade-offs → Outcome



03

Tell me about a difficult design problem.

Talk about:

Challenge → Constraints → Options → Decision → Why

Show your thinking, not just the final design.



04

How do you handle ambiguity?

Use this flow: Clarify → Frame → Make assumptions
→ Gather evidence → Decide → Iterate

You don't need certainty to start making progress.



05

How do you conduct research?

Don't just say: ✗ "I interview users."

Explain:

Question → Method → Evidence → Insight → Decision



06

How do you handle conflicting feedback?

Don't ask: ✗ "Who is right?"

Ask: "What evidence can help us decide?"

Separate: Opinions ≠ Evidence ≠ Constraints



07

How do you work with developers?

Show that collaboration happens before the handoff.

Talk about:

Feasibility → Trade-offs → Communication → Iteration



08

How do you measure success?

Don't stop at: ✗ "The design looked better."

Ask:

- What changed for users?
- What changed for the business?
- What evidence would show success?



09

Tell me about a design you changed your mind about.

Use: Initial belief → New evidence → What changed
→ What you learned

They're not looking for perfection.
They're looking for how you learn.



10

How do you stay updated with UX?

Don't list 15 newsletters.

Explain:

What you follow → What you learn → How you apply it

Being able to learn is more useful than pretending you know everything.



The Answer Framework

For experience-based questions:

STAR

S — Situation: What was happening?

T — Task: What were you responsible for?

A — Action: What did you do?

R — Result: What happened?

For situational questions:

Show your thinking.

Clarify → Explore → Make assumptions → Evaluate
→ Decide → Explain

The key isn't having the “perfect” answer.

Make your reasoning visible.



Before Your Interview

Prepare These 10 Stories

- ☐ A difficult design problem
- ☐ A research decision
- ☐ Conflicting feedback
- ☐ Developer collaboration
- ☐ A design you changed your mind about
- ☐ A failure or mistake
- ☐ An ambiguous problem
- ☐ A measurable outcome
- ☐ A difficult trade-off
- ☐ Something you learned



Save this.

Prepare these stories.

Then practice saying them out loud.