## Frontend Developer Interview Scorecard



Candidate Name: Role Interviewed: Interviewer: Date:	
Dimensions	
Technical Knowledge	ge — Score (1–5):
1-2: Struggles to wr	ite or run basic backend code; frequent syntax and runtime errors. 3: Writes
correct code for small	all tasks with occasional guidance; understands core language features. 4:
Independently imple	ements features using language idioms and standard libraries with few errors. 5:
	es and performance-aware patterns; helps others choose appropriate language
features.	
<ul> <li>Code Quality &amp; Tes</li> </ul>	ting — Score (1–5):
1-2: Commits code	lacking tests and with inconsistent style; ignores linting and review feedback. 3:
	code and basic unit tests; follows repository style and addresses review
	s well-structured code with good test coverage and meaningful test cases; CI
	. 5: Designs testable modules, covers edge cases, and improves testing
practices or CI relia	
	leshooting — Score (1–5):
	uce bugs or relies on others to diagnose basic failures. 3: Reproduces issues and
_	races to identify causes with guidance. 4: Quickly isolates root causes, proposes
	esolution in tests or staging. 5: Anticipates failure modes, adds diagnostics or
alerts, and prevents	
	ration — Score (1–5):
	istent or breaking endpoints and ignores request/response contracts. 3:
•	Pls for simple endpoints and follows existing contracts and error conventions. 4:
	sioned APIs that handle errors and edge cases; documents usage. 5: Shapes
API guidelines, impi	roves backward compatibility, and provides integration examples.

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1-2: Rarely asks for clarification, writes unclear PRs, and misses team norms or deadlines. 3: Communicates status, writes clear PR descriptions, and asks needed questions in a timely way. 4: Proactively coordinates with teammates, responds to reviews constructively, and documents decisions. 5: Leads small discussions, clarifies trade-offs, and helps align teammates on implementation plans.

System Design & Architecture — Score (1–5):

1-2: Cannot explain high-level component interactions or trade-offs for a feature. 3: Explains simple service boundaries and data flow for small features. 4: Chooses appropriate patterns for scalability and reliability with some guidance. 5: Contributes useful suggestions to architecture discussions and proposes improved designs.

Learning & Ownership — Score (1–5):

1-2: Avoids unfamiliar tasks and requires constant direction to make progress. 3: Learns from feedback and completes assigned tasks with occasional help. 4: Takes ownership of features, seeks feedback, and acquires new skills quickly. 5: Drives improvements, proactively learns new technologies, and helps onboard others.

## **Overall Evaluation**

Strengths Observed:

Concerns / Weaknesses:

Recommendation (Yes / No / With Reservations):

Final Score (Avg / Weighted):

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