Frontend Developer Interview Scorecard



Candidate Name: Role Interviewed: Interviewer: Date:	
Dimensions	
1-2: Produces incom Delivers clear compo modular, extensible	Architecture — Score (1–5): nplete or inconsistent designs and misses major requirements or constraints. 3: onent diagrams and addresses primary requirements and trade-offs. 4: Creates architectures and documents interactions, APIs, and failure modes. 5: Defines re strategy, anticipates cross-system impacts, and sets standards.
1-2: Avoids owning of and explains trade-of	ip & Decision Making — Score (1–5):decisions or cannot justify choices with evidence. 3: Makes defensible decisions offs when asked. 4: Drives decisions, balances short/long-term needs, and gains 5: Leads cross-team strategy, mentors others on decisions, and influences
1-2: Ignores capacity bottlenecks and sug targets with measure	mance — Score (1–5): y, bottlenecks, or provides solutions that won't scale. 3: Identifies likely gests pragmatic scaling approaches. 4: Designs for throughput and latency able metrics and mitigations. 5: Anticipates scale limits, defines capacity plans, performance trade-offs.
1-2: Proposes brittle readable code, tests	ntainability — Score (1–5): or opaque implementations and neglects testing or modularity. 3: Advocates for and reasonable layering. 4: Designs for observability, testability, and clear 5: Establishes coding standards, review patterns, and measurable quality goals.
1-2: Overlooks comments	nce — Score (1–5): mon security controls and compliance constraints. 3: Identifies relevant security rds standard mitigations. 4: Integrates threat models, data protection, and access s. 5: Proactively embeds compliance requirements and drives risk-reduction

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1-2: Communicates unclearly and fails to engage stakeholders or incorporate feedback. 3: Explains designs clearly to engineers and accepts reasonable feedback. 4: Facilitates cross-functional discussions and resolves conflicts on trade-offs. 5: Aligns multiple teams, evangelizes architecture, and mentors peers effectively.

 Delivery & Execution — Score (1 	1–5)):	
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1-2: Proposes designs that are impractical to deliver or ignores delivery constraints. 3: Balances design with delivery timelines and proposes phased implementations. 4: Breaks work into deliverable increments and defines acceptance criteria. 5: Orchestrates roadmaps, removes blockers, and ensures reliable delivery of architecture goals.

Overall Evaluation

Strengths Observed:

Concerns / Weaknesses:

Recommendation (Yes / No / With Reservations):

Final Score (Avg / Weighted):

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