We present a software framework which can be used to generate job interview simulations using a virtual recruiter and social cue-based interaction. The main goal of the system is to help youngsters improve social skills pertinent to job interviews.

**Behaviour Manager**
At the backbone of the system lies the EMBOTS behaviour manager [1]. It supports fine-grained multimodal behaviour control for virtual characters and offers various functions which are needed in an interactive character system (e.g. TTS, Character Rendering, Emotion Simulation).

**Social Cue Recognition**
Using the SSI framework [2] and the Microsoft Kinect, we implemented several social cue recognizers able to automatically detect various behaviours, such as head gaze, postures, gestures and voice activity, in real time [3]. The data of each interaction is also recorded and can be used to debrief the user during a post-hoc analysis of the interview simulation using the NovA behaviour analysis tool [4].

**Scenario Manager**
Using SceneMaker [5] we modelled a prototypical job interview scenario consisting of various dialogue scenes as well as reactions to different behaviours recognized by the social cue recognizers.