

Job Interview



Interviewer: Good afternoon, Ana. Thank you for joining us today. Can you start by telling me a little bit about yourself?

Ana: Of course! My name is Ana, and I am a video content creator from Lanzarote. I have been working in video production for several years, specializing in

- A) landscape photography.
- B) training and tutorial videos.
- C) podcast editing

Interviewer: That sounds great! Why are you interested in working with Ssung?

Ana: Ssung is a global leader in technology and innovation. , I am excited about the opportunity to contribute my video production skills to such a renowned company.

- A) Even if I have never worked in technology before
- B) Even though I already have a job
- C) However, I have never used a Samsung product

Interviewer: That's good to hear! Can you describe a video project you have worked on recently?

Ana: Sure! I recently created a series of training videos for a company. The goal was to make complex topics easy to understand. I was responsible for scripting, editing, and adding animations. , the client was very happy with the final result.

- A) Even though I had a very tight deadline
- B) However, the videos were too short
- C) Even if I didn't edit the videos myself

Interviewer: That's impressive. What software do you usually work with?

Ana: I mainly use Adobe Premiere Pro and After Effects for video editing.
[redacted], I am also comfortable using Final Cut Pro and DaVinci Resolve.

- A) Even though I don't like editing
- B) However, I am always open to learning new tools
- C) Even if I don't edit my own projects

Interviewer: That's great! One last question:
Where do you see yourself in five years?

Ana: In five years, I hope to be leading video production projects and working with international teams.
[redacted], I want to continue improving my skills in animation and storytelling.

- A) Even though I don't like working in teams
- B) However, I don't want to continue in this industry
- C) Even if I have to take on more challenging projects