Our innovative and growing company is looking to fill the role of emulation engineer. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

Responsibilities for emulation engineer

- Lead the PTS bidding, estimating and planning projects for training products including development and approval of the technical design approach, work breakdown structure, statement of work, cost targets, and schedules
- Lead multiple GS training products, simultaneous design and development activities from detail planning kickoff through product delivery
- Evaluates/documents/evolves current and defines future architecture to solve training business problems
- Support internal and external stakeholders as the primary technical point of contact including customers, end users, contracts, program management, and engineering
- Assigns and provides technical guidance and oversight to engineering subsystem teams to ensure coordination of target and rehost environments, and integration of total solution
- Promote product line solution by ensuring programs bid, plan and execute consist with a single path development vision encompassing both target and rehost products
- Coordinate among the various subsystem rehost teams and rapid resolution of technical issues
- Defining and developing new capabilities & HW/SW tools to enable acceleration of RTL and improve emulation/FPGA model usability for preSilicon and postSilicon functional validation SW development/validation - and other
- Develop, calibrate, deploy, and maintain physically predictive

- Utilize TCAD emulations/simulations to both define optimal design of experiments (DOE) back-end splits, and to diagnose and find solutions for front-end and back-end integration problems

Qualifications for emulation engineer

- 1-2 years of experience in Scripting languages preferably Perl or Python
- Working knowledge of Emulation/FPGA a plus
- Working Knowledge of C or C++/Java
- GUI Programming
- The primary skills required for this job are RTL design, simulation, expertise in mapping designs to emulation, improving model performance, excellent communication skills, and ability to work in a fast-paced exciting environment
- Hardware Emulation Platforms and tools (EVE, Palladium, Veloce and/or HAPS)