



Example of Emulation Engineer Job Description

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Our company is looking for an 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

- Build emulation models from RTL and release/support those models
- Develop emulation tools such as debugger and monitor features
- Work closely with verification and software development teams
- Develop emulation and verification strategy
- Drive emulation activities within ASIC & FPGA projects
- Develop test framework and test cases
- Write documents such as verification specification and reports
- Participate in daily and periodic agile meetings
- Coach younger colleagues
- Emulation and Prototyping technologies such as Palladium, Veloce, Zebu, HAPS, (these names are registered trade marks of their respective owners)

Qualifications for emulation engineer

- Simulation acceleration knowledge and FPGA prototyping
- Gate-level understanding of RTL and Synthesis
- Software Debug tools
- Bachelors/Masters/PhD in Computer Science/Electrical/Electronic Engineering with at least 5-7 years of technical experience.- Experience in external customer enablement, debug, RTL validation, SW validation, Power/Perf validation or manufacturing validation is a plus- Experience in Emulation, Virtual Platform, Altera/Xilinx/Synopsys/Mentor/Cadence Tools Flow, HAPS is a plus- Knowledge in C/C++, SystemC, Wireless, IA, SoC Architecture, UPF and Low Power Flows

- Candidate is currently pursuing degree in Electrical Engineering and have completed courses in programing and VSLI design