



# Example of Emulation Engineer Job Description

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Our innovative and growing company is hiring for an emulation engineer. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

## Responsibilities for emulation engineer

- A strong proficiency in emulator hardware is essential for success in this rapidly changing environment
- You will work with emulator vendor's Field Service Engineers, and participate actively in the servicing and fixing emulator problems
- Maintain and organize the lab equipment to improve the productivity of the emulation team using MS Excel
- Actively communicate with engineers regarding any problems with the equipment and propose resolutions, while working independently and know when to seek advice in order to improve productivity
- Develop UVM test bench components for SoC/block level verification with emulation in mind
- Be able to port the design into the emulator, for example Palladium/Zebu/Veloce
- Be able to rework testbench to suite emulator including emulation specific VIP integration
- Run/Debug tests, support others with the same
- Develop and maintain the Palladium and Protium emulation platform flows
- Port RTL into Palladium and Protium emulation platforms

## Qualifications for emulation engineer

- FPGA synthesis tool usage (Synplify, Vivado Synthesis)

- Experience with pre-silicon enabling and bring-up
- Experience with Xilinx FPGAs and Vivado Software
- Experience with Veloce or Palladium emulators
- Understanding of conversion requirements between ASIC and FPGA implementations