



Example of Emulation Engineer Job Description

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Our company is growing rapidly and is searching for experienced candidates for the position of emulation engineer. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don't fill all of the qualifications, you may still be considered depending on your level of experience.

Responsibilities for emulation engineer

- Support the users of the platforms across different geographical locations
- Continuously evaluate and benchmark new features and systems by working closely with vendors and internal teams to provide best overall solution to the organization
- Ability to accurately estimate and execute to project commitments
- You will design, implement, and verify FPGA prototypes of the industry's leading GPUs and SOC's
- This is a role for a versatile engineer that includes RTL design, verification, FPGA partitioning and implementation, and lab based bringup of the SoC
- You will work with architects, designers, software engineers, and verification teams to accomplish your tasks
- Develop and operate tests on state of the art emulators and in post-silicon validation and assist in bring-up processes from prototyping through post-silicon validation
- You will craft standalone test cases for tool issues encountered in the emulation compile and runtime flows
- Creating emulation/Field Programmable Gate Array FPGA models from a Register Transfer Level RTL design using emulation/FPGA synthesis
- Partitioning and routing tools

Qualifications for emulation engineer

- BS (EE/Electrical Engineering or CS/Computer Science) required, MS (EE or CS) preferred or equivalent
- Hands-on experience with Leadership qualities on driving ASIC / SoC verification flows and methodologies
- Must have hands-on experience with network protocol validation, RFC, IEEE
- Strong expertise in writing system level tests and driver using C/C++, Tcl, iTcl, Perl and Python
- Excellent structured programming skills, data structures, algorithms, SCM for large complex SW projects