



Example of Graphics Engineer Job Description

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Our growing company is hiring for a graphics engineer. To join our growing team, please review the list of responsibilities and qualifications.

Responsibilities for graphics engineer

- Perform appropriate functional test software maintenance
- Manage problem resolution and bug fixing
- Have fun- Learn- Perform other duties as assigned
- Prototype and benchmark graphics performance on potential hardware platforms
- Develop test code and embedded applications to support new platforms
- Development, implementation and maintenance of tools, pipeline and client code, both hands-on and through your collaborative work with the graphics team
- Technical evaluation of proposed software optimization tasks
- Task estimation, tracking and completion
- Progress reporting and liaising with other remote teams
- Responsible for providing internal and external feedback to implement upcoming graphics features in yet-to-be-released OSes to ensure our hardware and software will function and perform as expected on next generation platforms designing/developing/implementing graphics system-level software for future platforms

Qualifications for graphics engineer

- Maintain domain expertise on new technologies by working closely with software/technology development teams on specific projects and participating in trainings, boot-camps
- Engineering degree in CS/EE with 8+ years of relevant experience

transcode in different OSes

- In-depth familiarity with the Open and close standards of MM frameworks (OpenMax, VDPAU, , VA-API, XvBA, g-streamer) and different acceleration techniques (coprocessor, HW accelerators)
- Experience in analyzing customer MM/graphics use-cases and enabling them at best performance possible
- Experience in using industry standard benchmarks and optimizing them for a given platform will be additional plus