



Example of Graphics Engineer Job Description

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Our innovative and growing company is looking for a graphics 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 graphics engineer

- Have more-than-standard-user experience with Windows and Linux
- Are familiar with multiple debugging techniques incl
- Feel great about working in the team in multinational environment
- Provide internal and external feedback to implement upcoming graphics features in yet to be released Operating Systems 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
- Bring new ideas and approaches to our rendering engine within the framework of an existing codebase
- Work with artists and technical artists to offer visual solution support empowering their creativity
- Design and develop graphics drivers to Khronos specifications, for our current and next generation graphics cores
- Performance analysis and optimisation of drivers to get the most out of our graphics IP
- Interaction with simulator, research and hardware design teams to improve our next generation graphics cores
- Design & develop robust and high performance 3D VR experiences

Qualifications for graphics engineer

infrastructure

- Hands-on knowledge of embedded software debugging and optimization techniques both from the hardware and software/OS perspective
- Good knowledge of CPU system architecture and HW platforms based on x86 or ARM processors
- Experience with Android, will be an additional plus
- Knowledge of basic and advanced 2D and 3D graphics algorithms
- Experience with BIM, CAD, or modeling software and / or working with the APIs for such products