



Example of Graphics Engineer Job Description

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Our growing company is looking to fill the role of graphics engineer. Thank you in advance for taking a look at the list of responsibilities and qualifications. We look forward to reviewing your resume.

Responsibilities for graphics engineer

- Create showcases for newly developed features
- Provide technical guidance to other IP teams junior engineers
- Own, scope and drive the development of post-silicon verification test plans for few units in 3D-graphics pipeline
- Ability to Define test scenarios, write test cases, validate system level new features, regressions execution, track/analyze failures and debug
- Collaboratively work with the partner teams from design Software , platform to quickly root cause the test failures
- Support SW driver/WHQL/benchmarks / media workloads/ Display Compliance test suites failure debug
- Support test plans across base and derivate projects and different stepping within the project
- Independently work with architects/designers/pre-si validation/tech leads/SW driver team/SW-simulation/Emulation teams in driving the test plan reviews, and bug fixes to closure
- Interface with cross-site functional teams in different time zones to drive the validation
- Set up work groups/task forces to drive any focused validation tasks/debugs

Qualifications for graphics engineer

- Knowledge of Unity's rendering pipeline
- Testing digital image formats

- 5+ years of industry experience (or equivalent) in system programming or related field
- Working experience inside operating system kernels and device drivers
- Strong programming skills in C and C++, in-depth knowledge of assembly code