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Staff GPU Architecture Research Engineer

You applied for this job on March 12, 2023.

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- 3655 N 1st St, San Jose, CA, USA Austin
- Posted 9 Days Ago
- **■** R73268

Position Summary

Samsung is a world leader in Memory, LCD and System LSI technologies that has the vision and commitment to invest in the future of technology – demonstrated by the \$17B investment in the new 3nm Fab in Texas and the commitment to invest in dramatically expanding design activities across GPU, System IP and SoC Architecture.

Role and Responsibilities

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As a Staff GPU architecture research engineer, you will be responsible for locating the issues of current GPU architecture and proposing a better design to improve power and performance. You will also research on new GPU features such as Ray Tracing, Machine Learning, AR/VR and more.

- Interface with architect, RTL designer and software engineer and understand the current GPU architecture
- Locate the weakness in current GPU architecture and propose and validate improvement.
- Follow the market and technology trend of GPU graphics and GPU compute and introduce new features into future generation GPU architecture. Design and validate prototype of such new features.

Skills and Qualifications

Minimum requirements

- Generally, requires a Bachelors Degree or equivalent, with a minimum of 6 years' of professional
 experience or a Master's Degree and 4 years of professional experience or a PhD and 2 years of
 professional experience.
- Masters or Ph.D degree preferred
- More experienced engineers will be hired at more senior levels
- C, C++ and python programming in a Linux environment.
- Experience with development tools such as revision control systems, debuggers, and make/cmake
- 3+ years of experience with GPU architecture design and modelling

Preferred Qualifications

- Experience with performance profiling and analysis
- Experience with GPU compiler and GPU driver
- Experience with game development
- Experience with OpenGL, Vulkan, DirectX or Metal
- Experience with CUDA or OpenCL and machine learning
- Experience with AR/VR solution implementation

Compensation for this role will vary among specific regions due to geographic differentials in the labor market, actual pay will be determined considering factors such as relevant skills and experience, and comparisons to other employees in the role. However, compensation in the following regions is expected to be as follows:

Colorado: Compensation is expected to be between \$144,345.00 and \$223,735.00 NYC: Compensation is expected to be between \$144,345.00 and \$223,735.00 Washington State: Compensation is expected to be between \$166,024.00 and \$257,336.00 California: Compensation is expected to be between \$166,024.00 and \$257,336.00

Regular full-time employees (salaried or hourly) have access to benefits including: medical, dental, vision, life insurance, 401(k), free onsite lunch, employee purchase program, tuition assistance (after 6 months), paid time off, student loan program, wellness incentives, and many more. In addition, regular full-time employees (salaried or hourly) are eligible for MBO bonus compensation, based on company, division, and individual performance.

#SARC

#ACL

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- * Please visit <u>Samsung membership</u> to see Privacy Policy, which defaults according to your location. You can change Country/Language at the bottom of the page. If you are European Economic Resident, please click <u>here</u>.
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