Samsung Electronics Careers
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Staff Engineer- GPU Memory System Architect

Apply

🌐 Hybrid

📍 3655 N 1st St, San Jose, CA, USA
3900 N Capital of Texas Hwy, Austin, TX, USA

🧰 Full time

🕐 Posted 9 Days Ago

📄 R73562

Position Summary

Samsung is a world leader in Memory, LCD and System LSI technologies. We are currently looking for exceptional software and hardware talent to join our Samsung Austin R & D Center (SARC) in Austin, TX and our Advanced Computing Lab (ACL) in San Jose, CA. SARC was established in Austin, TX in 2010 to be one of Samsung's strategic investments in high performance low power ARM based device technology. Presently our GPU design teams, located in Austin (SARC) and San Jose (ACL), are developing a GPU that will be deployed in Samsung mobile products. Our System IP team located in Austin (SARC) is working on Coherent Interconnect and memory controller architectures.

As a GPU Memory System Architect, you will work as part of a team actively working to design and document major units in a Graphics pipeline targeted at Mobile graphics applications and potentially other related markets. This is a mid to senior level position where the candidate will be tasked with driving the GPU memory system architecture using performance simulators as evaluation tools, and working with cross functional teams including RTL design, Modeling and Software on various sub-blocks of the end solution.

Role and Responsibilities

- Architect, design and develop the memory system for Samsung's next generation GPU
- Work with cross functional teams to develop architectural and microarchitectural solutions

- Analyze memory access patterns and bandwidth/latency requirements of key benchmarks to identify areas for optimization
- Evaluate features using performance models to improve memory access efficiency optimizing for power, performance and area
- Create architectural specifications in collaboration with strategic planning, software, implementation and verification teams.
- Debug performance and functional issues with performance/functional models, RTL simulation, and silicon.

Skills and Qualifications

- Bachelors' degree in Electrical Engineering, Computer Engineering, Computer Science or related field
- Minimum of BS + 5 years or MS + 3 years or PhD + 1 year of professional experience in GPU or CPU Architecture and development specifically in the area of memory systems and interconnects.
- Software development experience utilizing C++ and Python
- Strong communication and documentation skills.

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
$184,040.00 and $223,735.00
NYC: Compensation is expected to be between
$184,040.00 and $223,735.00

Washington State: Compensation is expected to be between
$211,680.00 and $257,336.00
California: Compensation is expected to be between
$211,680.00 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
*This position requires the ability to access information subject to U.S. export control restrictions. Applicants must have the ability to access export controlled information or be eligible to receive a government authorization to access export-controlled information

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