Samsung Electronics Careers
Do what you can't

GPU Architect, Sr. Engineer

Apply

🌐 Hybrid

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

🧰 Full time

🕐 Posted 3 Days Ago

📄 R75217

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.

We are currently looking for exceptional software and hardware talent to join us in multiple remote design centers including San Jose, CA.

Role and Responsibilities

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As a GPU architect of system and arch team, you will be responsible to support researcher and architect lead to implement the prototype system containing new GPU features such as Ray Tracing, Machine Learning, AR/VR and more.

- Implement or maintain the emulation functional model to support the new GPU features.
- Implement of maintain the performance model to get the performance estimate of the new GPU features.
- Co-work with RTL designer and software team to debug functional and performance issues.

Minimum requirements

- Generally, requires a Bachelors degree or equivalent with a minimum of 3 years' experience or a Masters Degree and 1 year of professional experience or a PhD and no professional work experience, required.
- 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

Skills and Qualifications

Preferred Qualifications (NOT Required)

- 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 $114,133.00 and $176,907.00
NYC: Compensation is expected to be between $114,133.00 and $176,907.00
Washington State: Compensation is expected to be between $134,588.00 and $208,612.00
California: Compensation is expected to be between $134,588.00 and $208,612.00

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.

#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.

Similar Jobs (3)

Sr. Design Methodology and CAD Engineer

🌐 Hybrid

📍 2 Locations

🧰 Full time

🕐 Posted 2 Days Ago

Sr. Performance Modeling Eng

🌐 Hybrid

📍 2 Locations

🧰 Full time

🕐 Posted 2 Days Ago

Post-Silicon Debug/Validation Engineer

🌐 Hybrid

📍 3900 N Capital of Texas Hwy, Austin, TX, USA

🧰 Full time

🕐 Posted 22 Days Ago

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