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Vacancies

Think Silicon is one of the few companies worldwide that have the expertise to develop ultra-low power, high-performance graphic IP technology for mobile/embedded devices. Think Silicon is seeking for enthusiastic engineers to join our team and accelerate the development of the next generation heterogeneous multicore GPUs targeting the Wearable and IoT market.

IC Design Engineer

Job Description
Within the hardware design group, you will be requested to provide hardware solutions for complex IC blocks related to graphics algorithms. You will collaborate closely with the software engineers group to evaluate software/hardware trade-offs and with customers to reach successful completion of the product, including documentation and delivery.

Required Skills:
- Strong background in hardware description languages (Verilog or VHDL).
- Good knowledge of FPGA development.
- Proficiency in one or more scripting languages (e.g. Python, Tcl, Perl).
- Good understanding of CPU architectures.
- Ability to work pro-actively, creatively, and innovate.
- 2+ years hands on experience.

Preferred Skills:
- Experience in SystemVerilog.
- Experience in product life cycle with at least one successful chip tape-out.
- Proven skills and ability to analyse and debug RTL design issues.
- Knowledge of low power design methodologies.
- Mathematical background with experience in Graphics/Image Algorithms will be highly appreciated.
- Experience in writing hardware requirements, design specifications, and task effort estimation.
- Develop or initiate design changes or enhancements as necessary.

Think Silicon offers:
- Competitive salary
- Flexible work environment
- Space for your own creativity & ideas
- The opportunity to create world-class technology
- Exposure to international customer projects & standard bodies

Location:
The candidate will work in our offices in Patras or Athens, Greece.

Contact:
If you feel that you want to contribute to our company, you are welcomed to send your CV to careers@think-silicon.com (Reference number: **IC0x916**)

General:
info@think-silicon.com

www.think-silicon.com

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Patras Science Park
Rion Achaias
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Ulli Mueller
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Vacancies

Think Silicon
ultra-low power | vivid graphics

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IC Verification Engineer

Job Description
Within the hardware design group, you will be assigned with the tasks of executing the verification processes of the IP cores both in RTL and FPGA level. You will cooperate closely with hardware and software architects and designers to accomplish your tasks. A successful candidate is expected to undertake the role of planning the verification activities for complex IP blocks using state-of-the-art verification methodologies. Ability to collaborate with customer IC teams to reach successful integration of GPU cores and tape-outs is essential.

Required Skills:
- Strong background in hardware description languages (Verilog or VHDL).
- Good knowledge of FPGA development.
- Experience with verification methodology such as UVM, OVM or VMM.
- Proficiency in one or more scripting languages (e.g. Python, Tcl, Perl).
- Ability to work pro-actively, creatively, and innovate.
- 2+ years hands on experience in a verification environment.

Preferred Skills:
- Experience in product life cycle with at least one successful chip tape-out
- Experience with SystemVerilog, SVA and functional coverage
- Deep understanding in formal verification technologies and verification coverage
- Proven skills and ability to analyse and debug RTL design issues
- Experience in design automation
- Demonstrated ability in applying appropriate test methodologies including writing test plans and test cases

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Software Engineer

Job Description
Within the software design group, you will be requested to design and develop software API libraries for the next generation heterogeneous GPUs. You will work on our development platforms and cooperate closely with our IC and low-level software engineers. Collaboration with customers to reach successful completion of products including demonstrations, documentation, and delivery is essential.

Required Skills:
- Excellent C/C++ programming skills
- Excellent Linux development skills
- Proficiency in one or more scripting languages (e.g. Python, Perl, bash scripting)
- Good understanding of CPU/GPU SW architecture and programming models
- Ability to work pro-actively, creatively, and innovate
- 2+ years' experience

Preferred Skills:
- Deep understanding of 3D graphics pipeline
- Background in low level kernel driver development or in embedded system architectures
- Experience in OpenGL/Vulkan or in other graphics/image/vision APIs or standards
- Experience in OpenCL or in CUDA
- Mathematical background with experience in graphics/image algorithms will be highly appreciated·
- Experience in writing software requirements and design specifications

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Location:
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Contact:
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Embedded Linux/Android Software Engineer

Job Description
As an embedded software engineer for Think Silicon, you will be requested to develop firmware and Linux/Android graphics drivers for the next generation heterogeneous GPUs. Optimizing the Linux/Android kernel will be also one of your responsibilities. You will be part of the low-level software group and cooperate closely with our IC and high-level software engineers.

Required Skills:
- Excellence in low level programming
- Deep understanding of embedded system architectures
- Proficiency in one or more scripting languages (e.g. Python, Perl, bash scripting)
- Knowledge of Android system Architecture
- Background in low level kernel driver development
- Good understanding of CPU/GPU SW architecture and programming models
- Ability to work pro-actively, creatively, and innovate
- 2+ years' experience

Preferred Skills:
- Deep understanding of 3D graphics pipeline
- Experience in OpenGL/GLSL/Vulkan or in other image/vision APIs or standards will be a big plus
- Experience in OpenCL
- Experience in Linux graphics drivers (X11, DirectFB, Qt) will be a big plus

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Location:
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Contact:
If you feel that you want to contribute to our company, you are welcomed to send your CV to careers@think-silicon.com (Reference number: **SWAn0x916**)

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Vacancies

Think Silicon is one of the few companies worldwide that have the expertise to develop ultra-low power, high-performance graphic IP technology for mobile/embedded devices. The company is seeking for enthusiastic engineers to join our team and accelerate the development of the next generation of heterogeneous, multicore GPUs targeting the Wearable and IoT market.

Software Architect

Job Description
As a software architect in Think Silicon, you will be requested to design, develop, and debug complex graphic API libraries with increased responsibility for leadership and direction of others. You will work on our development platforms and cooperate closely with our IC and low-level software engineers. Collaboration with customers to reach successful completion of products including demonstrations, documentation, and delivery is essential.

Required Skills:
- Strong foundation and discipline in software engineering processes
- Proven ability in building and delivering large-scale software packages
- Excellent Linux development skills in commercial environments
- Excellent C/C++ programming skills
- Background in low level kernel driver development or in embedded system architectures
- Proficiency in one or more scripting languages (e.g. Python, Perl, bash scripting)
- Good understanding of CPU/GPU SW architecture and programming models
- Experience in writing software requirements, design specifications, and task effort estimation.
- 8+ years' experience

Preferred Skills:
- Deep understanding of 3D graphics pipeline
- Experience in OpenGL or in other graphics/image/vision APIs or standards
- Experience in OpenCL or in CUDA
- Mathematical background with experience in graphics/image algorithms will be highly appreciated
- Demonstrated ability in establishing practices and procedures, to achieve overall project performance, schedule, and quality standards

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Contact:
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GPU Performance Engineer

Job Description
Within the software design group, you will be requested to design, develop, and maintain a benchmarking/profiling tool for the next generation heterogeneous GPUs of the company. The tool will provide feedback about GPU and CPU bottlenecks and also GPU-CPU communication. Open-source profiling tools will be appropriately modified for the products of the company. The GPU performance engineer is expected to perform system level characterizations and propose targeted optimizations in graphics drivers. The candidate will work on our development platforms and cooperate closely with our IC, low-level, and high-level software engineers.

Required Skills:
- Excellent C/C++ programming skills
- Excellent Linux development skills. Knowledge of Android architecture is desirable
- Background in low level kernel driver development or in embedded system architectures
- Proficiency in one or more scripting languages (e.g. Python, Perl, bash scripting)
- Good understanding of CPU/GPU SW architecture and programming models
- Ability to work pro-actively, creatively, and innovate
- 2+ years' experience

Preferred Skills:
- Understanding of 3D graphics pipeline
- Familiar with multiprocessing and multi-thread programming
- Experience in OpenGL/Vulkan or in other graphics/image/vision APIs or standards
- Experience in OpenCL or in CUDA
- Experience with code coverage, profiling, benchmarking tools (valgrind, CodeXL, vTune) is a big plus

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