Advanced Micro Devices is looking for new graduates with CPU/GPU architecture and/or computer graphics background or experienced engineers.

Summary:

Enhance Radeon power and performance model to improve performance projection of existing & future gaming or graphics application in a power constrained environment, and conduct high level power and performance architecture tradeoffs

Responsibilities will include one or more of the following:

· Workload analysis of existing and future graphics applications to come up with strategies to improve the model for better performance per watt projection

· Enhance GPU power and performance model to facilitate performance per watt projection for existing and future graphics architectures within a power budget

· Conduct high level power performance architecture trade-offs using the model

· Analyze model projection results, identify design and architectural issues and improvement opportunities that impact performance and power, and come up with solutions with system level tradeoffs in mind

· Work with software driver, shader compiler, and hardware design teams to quantify implementation costs for new features, and consideration of other techniques to save power or improve performance per watt.

Requirements:

· Prior experience of performance/power development and projection of gaming or graphics processors

· Prior experience of graphics driver development, and/or game engine development is a plus

· Strong knowledge of computer graphics and gaming applications

· Excellent programming skill, proficient in Python, C/C++

· M.S. with more than 6 years of applicable experience or PhD with more than 2 years of applicable experience,

· Strong communication skills, and a quick learner in a fast-moving environment

Contact: Ying Chen ying.chen@amd.com