

GPU Software Architecture Engineer

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Company: Intel

Location: Poland

Category: computer-and-mathematical

Job Description

We are looking for a software engineer to join the **GPU Software Architecture organization**.

In this role you will work on the games rendering techniques, GPGPU, machine learning solutions and compiler associated with Intel graphics. You will be able to demonstrate the ability to effectively work with cross-geo teams of software development and validation engineers, graphics architects, performance analysts and other support teams to create and innovate cutting edge graphics features. You will have an opportunity to make impact on future hardware design and software improvements by defining innovative features or validation strategies to deliver best in class products and improve overall user experience.

Key Responsibilities:

Developing and improving game rendering, GPGPU and machine learning solutions for Intel GPU

Gaining and continuously extending in-depth knowledge of Intel graphics architecture and features as well as demonstrating it in day-to-day activities

Using a structured approach in designing, developing and testing graphics system-level software and/or tools

Working with various partners to enhance and improve graphics performance on upcoming processor graphics devices by analyzing performance issues in software drivers and

applications, implementing software performance improvements, and recommending future hardware and software improvements

Ensuring our hardware and software will function and perform as expected- Root-causing and resolving issues

Qualifications

Minimum qualifications are required to be initially considered for this position. Preferred qualifications are in addition to the minimum requirements and are considered a plus factor in identifying top candidates.

Minimum Qualifications:

Knowledge of C/C++ programming languages and at least 5 years of relevant working experience

Strong problem-solving skills

Dedication, proactiveness, passion and focus on results in the area related to software and/or software development processes

Fluency in Polish and good knowledge of English language a(ability to read documentation and communicate over email)

Nice to have:

Personal interests and/or hobby in the area of game rendering, game engines, GPGPU, machine learning, numerical methods and mathematics

Knowledge of the following APIs: DirectX, OpenGL, OpenCL, CUDA, VULKAN and Windows/Linux programming and/or debugging environment and/or LLVM framework would be an added advantage

What we offer:

At Intel, employees share in successes, enjoy comprehensive rewards and are inspired by an innovative & inclusive workplace. What can you expect when there is a match between us?

We guarantee you will be working in a **safe environment**, in an organization which profoundly understands the current health situation worldwide. Either at your own home or in our premises if needed, the security and wellbeing of you and your family stands as our utmost responsibility.

You will have constant opportunities to **develop your professional career through technical and soft skills training**, taking part in innovation projects or rotational programs

Flexible working hours are important to us

And our **Amazing Benefits to make life easier and more enjoyable are waiting for you**: Stock Program, Annual and Quarterly Bonuses, Employee Pension Plan, Medical Plan and life insurance for you and your Family, Peer to peer recognition, Ticket restaurant Card, Multisport Card / Holiday card, Groups of enthusiasts, Exclusive employee discounts, (online) events and many more.

Inside this Business Group

The Client Computing Group (CCG) is responsible for driving business strategy and product development for Intel's PC products and platforms, spanning form factors such as notebooks, desktops, 2 in 1s, all in ones. Working with our partners across the industry, we intend to deliver purposeful computing experiences that unlock people's potential - allowing each person use our products to focus, create and connect in ways that matter most to them. As the largest business unit at Intel, CCG is investing more heavily in the PC, ramping its capabilities even more aggressively, and designing the PC experience even more deliberately, including delivering a predictable cadence of leadership products. As a result, we are able to fuel innovation across Intel, providing an important source of IP and scale, as well as help the company deliver on its purpose of enriching the lives of every person on earth.

Posting Statement

All qualified applicants will receive consideration for employment without regard to race, color, religion, religious creed, sex, national origin, ancestry, age, physical or mental disability,

medical condition, genetic information, military and veteran status, marital status, pregnancy, gender, gender expression, gender identity, sexual orientation, or any other characteristic protected by local law, regulation, or ordinance.

Benefits

We offer a total compensation package that ranks among the best in the industry. It consists of competitive pay, stock, bonuses, as well as, benefit programs which include health, retirement, and vacation. Find more information about all of our Amazing Benefits

This role is available as a fully home-based and generally would require you to attend Intel sites only occasionally based on business need. This role may also be available as our hybrid work model which allows employees to split their time between working on-site at their assigned Intel site and off-site. **In certain circumstances the work model may change to accommodate business needs.**

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