Architecture Job Description

The fMPG (Mobile Platforms Group - Folsom) architecture group is responsible for defining and architecting Intel's next generation mobile microprocessor products. We are looking for additional team members to work on the current project (Pinecrest) as well as future projects for the expanding mobile market. Numerous opportunities exist in all phases of product definition, platform architecture, product architecture, and product microarchitecture. Special focus areas include power/performance tradeoffs in the CPU, memory subsystem, graphics subsystem, and overall platform. Other exciting emerging areas include architecting special purpose computing capabilities in mobile processors/platforms such as communications, graphics, and streaming media processing. Knowledge of CPU architecture and PC system architecture required. Familiarity with power consumption issues and power minimization techniques highly desired. Knowledge of graphics and multimedia is desirable. Knowledge of C, C++, Perl, and a hardware descriptive language (VHDL/Verilog, iHDL) is desirable. Strong verbal and written communication skills, problem solving, motivation to come up with innovative solutions, and ability to work in a team environment are essential. MS/Phd or BS in EE/CS. For further info. Send resume to : khalid.al-dajani@intel.com