# GPU Architect Performance Modelling Engineer (Permanent / full time)

Applied Materials is the leader in materials engineering solutions to produce virtually every new chip and advanced display in the world. Our expertise in modifying materials at atomic levels and on an industrial scale enables customers to transform possibilities into reality. Our innovations make possible™ the technology shaping the future. To achieve this, we employ some of the best, brightest, and most talented people in the world who work together as part of a winning team.

While virtually every nationality, culture, and background are currently represented within Applied Materials, we strive for a more robust Culture of Inclusion (COI) and diversity. Leveraging our COI vision helps drive innovation, build organizational capabilities, create equal opportunities for everyone, and achieve our company’s Definition of Winning.

In April 2020, Applied Materials acquired Think Silicon®, which specializes in developing and licensing high-performance ultra-low power graphics and AI IP technology. Think Silicon is headquartered in Greece with offices in Patras, Athens and North America. Since Think Silicon’s founding in 2007 we have continued to expand our team globally and we are actively recruiting a **GPU Architect Engineer** to join our team.

# Location: Athens/Patras, Greece

* We offer a very generous re-location package to help you move/return to Greece.
* The candidate will benefit from the new foreign tax residence incentive, granting an income tax exemption of 50%.

## General Profile:

As a **GPU Architect Performance Model Engineer** you will be required to have specialized depth and breadth of expertise. You will be asked to interpret internal or external business issues and recommend best practices. You will be asked to solve complex problems while at the same time work independently with guidance in only the most complex situations.

## Key Responsibilities:

* As a member of the architecture team, you will learn, understand, and communicate how the GPU engine and functionality are controlled by the system.
* You will build functional and performance models, in C/ C++, along with test plans to validate the features of the design.
* You be involved in the Architect and plan features in concert with software, hardware, and work verification teams to implement the next iteration of GPUs and AI Processor.
* You will analyze workloads for new GPU features and analyze their behavior and performance.
* You will have the opportunity to architect, design, develop and document tools to analyze and simulate key workloads of interest to validate and study new features.

## Required Skills:

We expect a candidate to have the following skills:

* Good knowledge of CPU/GPU design in any of the following subjects: Memory System, embedded CPU, Custom ISA
* Knowledge of Computer Graphics and Compute API's (OpenGL, DX, CUDA) is highly useful.
* Experience with SystemC and/or C/C++ to create system models
* Linux environment, shell programming, revision control systems and scripting (bash/tcshell, TCL, Perl, Python)­­

## Preferred Skills:

We would like a candidate to have the following:

* Experience in GPU/CPU/DSP designs or background in computer graphics is a big plus

## Why choose Applied Materials?

When you work at Applied Materials / Think Silicon, in addition to a competitive salary, you have access to a wide range of benefits, including:

* Financial & Savings benefits,
* Health & Wellness,
* Paid time-off,
* Insurance & Income Protections
* Medical plan,
* Meal Allowance
* Generous relocation package
* Development & Training opportunities.

## Company Facts:

* Ticker: Nasdaq: AMAT
* Fiscal 2020 Revenue: $23.1 billion
* Fiscal 2020 R&D: $2.5 billion
* Founded: November 10, 1967
* Headquarters: Santa Clara, California
* Global Presence: 93 locations in 17 countries
* Manufacturing: China, Germany, Israel, Italy, Singapore, Taiwan, United States
* Employees: ~27,200 worldwide
* Patents: ~14,300 issued