

C++ Software Engineer - Emulator Compiler Development (R46292/dw)

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Company: Cadence Design Systems

Location: Canada

Category: other-general

The Cadence Palladium team is looking for talented software engineers to join our team and contribute to the world's fastest emulator compiler development. You'll have a great opportunity to make a difference by applying your creativity and problem-solving skills, learn and/or apply multi-threading/distributed computing to solve large scale compile problems such logic optimization, partitioning, and scheduling. Requirements B.S. or higher in engineering, computer science or related field. Strong understanding of data structures, algorithms and databases. Demonstrated proficiency in C++, gdb debugging, and general software development skills

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