

System Test Engineer - Apple

Job Description:

The Interactive Media Group at Apple, Inc. is seeking a system test engineer to find, analyze, and solve performance issues in camera imaging technologies. You will develop tools, processes and methodologies for measuring and improving performance on the very latest exciting Apple products. You will work closely with hardware engineers, graphics and media engineers, QA engineers, and managers to understand problems and recommend solutions. If you enjoy figuring out complicated interactions and solving new and challenging problems, then this is the right job for you.

Specific responsibilities include:

- Evaluating camera image quality and imaging pipeline performance on embedded products
- Debugging and resolving issues across technology boundaries
- Designing and improving performance testing tools and methodologies

Required Experience:

- BS CS or equivalent
- Experience creating automated tools
- Strong understanding of camera imaging pipeline, graphics, color, and media
- Intense problem solving and debugging skills
- Excellent programming skills in C/C++, and/or Obj-C, SQL
- Proficient in MatLab, Perl, Python, JavaScript, and/or Shell
- Strong attention to detail
- Self-motivated and pro-active with demonstrated creative and critical thinking capabilities
- Strong verbal and written communication skills

If you are a qualified candidate and are interested in exploring this opportunity, please submit your resume to Anna Ho at annah@apple.com.