



FPGA Hardware Engineer

Digital Dynamics, Inc. (DDI) is growing and has a career opportunity for an experienced FPGA Hardware Engineer. Our company designs and manufactures real-time network-based machine and process controllers, which its customers incorporate into their products deployed worldwide. DDI products employ state of the art in hardware, firmware, and software engineering.

DDI, founded in 1977, is headquartered in Scotts Valley, CA, about 20 minutes south of Silicon Valley. DDI is an employee-owned (ESOP) company where employees share ownership of the company. Our employees describe the company as a collaborative environment with a small company feel in a great location.

The position will be full-time, with a competitive benefits package.

Responsibilities

- Writing and testing VHDL code.
- Implementing and testing FPGA systems.
- Designing electronic circuits and integrated systems
- Engineering work and applied research for development and design of new products.
- Designing test control apparatus and equipment, determining procedures for testing products, and fabrication of test control apparatus and equipment.
- Evaluating operational systems and recommending or performing design modifications to eliminate causes of malfunctions or changes in system requirements.

Requirements

- BS or MS degree in Engineering
- Solid programming experience with Xilinx and Microsemi FPGA devices and development tools Experience with Xilinx Vivado and ISE
- At least five years' experience with ModelSim, C, and C++
- Ability to understand hardware schematics
- Experience designing and implementing simulation test bench verification in VHDL and SystemVerilog
- Experience with timing constraints and timing

Highly Desired Experience

- Microsoft Visio
- OrCAD
- Microsoft Visio Studio
- Experience with IEC61508 safety requirements
- Experience with Microsemi Libero

If you are qualified and interested in this job opportunity, please email your resume to Jobs@DigitalDynamics.com or complete the [application form](#)