



## Principal Systems Engineer



### Overview

**Position:** Systems Engineer

**Reporting to:** Director of Systems Engineering

**Location:** Redondo Beach, CA

### Job Description

An exciting fabless semiconductor company seeks an experienced Principal Systems Engineer to support the development of highly integrated monolithic and multi-chip solutions. The candidate will be involved with the development of new-to-the-world ultra-high speed RF CMOS SOC's and MCM's for a wide range of high frequency commercial, military, and aerospace applications. The person will work with industry leading IC design, package design, and systems engineering experts that are involved in the development of state-of-the-art hybrid digital/RF receivers and transmitters. Specific tasks include system requirements flow-down, specification development, compliance tracking, ASIC and MCM co-design, behavioral model definition and development, and hardware verification support. A well-rounded individual with experience in various aspect of systems engineering for commercial infrastructure and/or mil-aero applications is desired.

### Required Skills and Experience

The position requires at least 15 years' industry experience with the following:

- Ability to work in a team environment
- Understanding of system requirement allocation and compliance tracking
- Product Requirements Document (PRD) generation and maintenance
- Systems analysis: Gain, thermal noise, phase noise, intermodulation and harmonic distortion products
- MSEE degree or higher

### Desired Skills and Experience

The following skills and experiences are desirable, but are not necessary:

- Communications theory and related hardware implementations
- Radar systems engineering
- Matlab and Simulink experience
- Familiarity with microwave test equipment including AWG's and spectrum analyzers
- Familiarity with measurement techniques for linearity, phase noise, and modulated waveform measurements such as ACPR and EVM
- RF phased array antenna systems
- Digital pre-distortion techniques and algorithms