## **Electronics Design Engineer (Circuit Design / Layout Design)**

## **Work Scope**

Involved all stages of an embedded system design project and responsible for circuit design and layout design to support various industrial operations. You are required to develop layouts according to business requirements and clients' specifications, including the budget limitations and timeframes. You also need to create reports of cost estimates and project feasibility, performing multiple diagnostic tests to identify inconsistencies and modifications before the final output deliverable.

## **Basic Responsibilities**

- 1. Lead prototyping and production effort.
- 2. Participate in the building and construction of assemblies in prototype stages
- 3. Maintain CAD software (upgrades, installation) and system(s) to support its use
- 4. Perform PCB layout and related tasks as a key part of chip, package, and PCB co-design for ASIC development systems and products
- 5. Interface with system & board designers, packaging engineers, and signal integrity engineers to guide them on board routing tradeoffs for given design rules and signal and power integrity constraints
- 6. Working effectively across organizational boundaries is essential as is the effective communication and documentation of results
- 7. Convert user requirements into technical requirements.
- 8. To understand design objectives and constraints, document deliverables, and implement deliverables.
- 9. Develop and maintain accurate task duration and schedule estimates for PCB tasks.
- 10. Perform PCB database configurations including stack-up and design rule integration.

## **Technical Requirement**

- 1. Knowledgeable in electronics fundamentals, able to read electronics schematics and its corresponding electronics components specifications.
- 2. Able to troubleshoot electronic and electrical circuits with relevant or necessary tools lab equipments to achieve targeted outcome
- 3. Knowledgeable in microcontrollers various type of electronics communication protocol and its limits