

Where? Redmond, WA

When? Immediate

Who? Microsoft – Xbox & Kinect

Audio Design Engineer-IEB-Hardware-Kinect (775562) Job

**Date:** Dec 6, 2011

**Location:** Redmond, WA, US

**Job Category:** Hardware Engineering

**Location:** Redmond, WA, US

**Job ID:** 775562-67761

**Division:** Interactive Entertainment Business

The Xbox Kinect hardware development team is looking for an audio design engineer that can drive and make great contributions to the audio subsystem design for our current and new products. The primary responsibilities for the position involve defining new audio hardware specification, developing the simulation models for acoustic components and subsystems, performing simulations on the audio performance, and providing guidance to the rest of the design team for critical component selection and qualification. He/she will also work closely with other functional teams including mechanical and thermal team, build system level acoustic model and simulate the overall system level audio performance, provide design suggestions for system level mechanical and thermal design optimization.

Qualified candidate must have track record in audio product design, solid and hands-on experience in developing the model and conducting the simulation for complex audio systems. Candidates should also solid knowledge of hardware product development processes and quality requirements of consumer electronic products. In addition, a successful candidate will have effective written and oral communication skills, very good cross-organizational collaboration skills.

Required Skills:

PhD degree in audio and/or acoustic related major

Minimum 5-year experience in audio product development

Understanding acoustics, microphones, and audio test equipment and methodology, including

Strong experience and knowledge in audio performance simulation and prototyping with CAD tools.

Developed acoustic finite element models to simulate the response of the personal audio systems.

Strong skill-set in analytical problem solving.

Must be enthusiastic, motivated and self-driven

Position requires domestic and international travel

To apply:

<http://www.microsoft-careers.com/job/Redmond-Audio-Design-Engineer-IEB-Hardware-Kinect-%28775562%29-Job-WA-98052/1521987/>