



JOB SATISFACTION. MULTIPLIED.

Opportunities in visual computing



Be part of the next generation in graphics and gaming experiences.



Intel is the number one integrated graphics supplier for PC clients. Now we're expanding the power and capabilities of our graphics platforms. That's where you come in.

Join us as we focus on strengthening our leadership in integrated and high-throughput graphics and gaming experiences by developing innovative processing products based on a many-core architecture. We're looking for engineers, developers, and architects who share our vision and understand what can happen when serious skills and vast resources join forces.

We're developing advanced products for high-end client platforms and our GPU silicon designs have us aggressively positioned to advance the state of the art in graphics and other high-throughput workloads. The technologies you'll help us develop in this area will ignite new levels in gaming and visual computing.

We are the leading integrated graphics supplier for PC clients. Our vision is to extend this leadership in real-time visual computing by setting new benchmarks in life-like animation, photo-realism, and extreme gaming.

We're also making sure developers have the tools they need to squeeze every bit of power out of our GPU platforms. Our team is developing a complete software development kit for our GPU products as well as working with independent software vendors (ISVs) to optimize their software for our current and future GPU. Here, you'll develop your engineering career by working with some of the top engineers at Intel and around the world.

intel.com/go/visualcomputing

Current openings include:

- ❑ CMOS Analog Design Engineer
- ❑ CMOS Digital Circuit Designer
- ❑ CMOS Design Automation Engineer
- ❑ Front-end Development Engineer
- ❑ Graphics Driver Software Engineer
- ❑ Graphics Driver Validation Engineer
- ❑ Graphics System Architect
- ❑ OpenGL Device Driver Developer

For more career opportunities, visit our Web site at www.intel.com/go/visualcomputing.

Locations

Most openings are at Intel's campus near Portland, Oregon and in Folsom, California, just outside Sacramento. Other positions are available in Austin, Texas and Santa Clara, California.

Qualifications

Candidates at all levels of experience are encouraged to apply. Positions require a BS, MS or PhD in an appropriate technical discipline.

Compensation and Benefits

Our industry-leading compensation and benefits include:

- ❑ Base pay and bonuses
- ❑ Stock programs
- ❑ Medical and dental benefits
- ❑ Tuition reimbursement
- ❑ Paid holidays/vacation/personal absence/sick leave
- ❑ Eight-week paid sabbatical after each seven years of full-time service
- ❑ On-site recreation facilities at major sites
- ❑ Work/life support programs, including back-up child care programs

Quick facts:

- ❑ On average, an Intel employee takes 38 hours of training each year
- ❑ More than 330 of the world's fastest 500 supercomputers run Intel processors
- ❑ Intel plans to spend about \$5.2 billion on R&D this year, nearly equal to the U.S. government's annual budget for basic research in physical science and engineering
- ❑ Intel technology has been used to develop some of the most popular movies in the world, including ALL of last year's Oscar award winners
- ❑ All new Macintosh computers will be powered by Intel microprocessors by the end of 2007
- ❑ Intel has more than 90,000 employees worldwide