

Movandi - Job Openings

About Movandi :

Movandi has made a big impact on 5G in a short amount of time — from foundational research and innovative modular, high efficiency mmWave system design to the introduction of our BeamXR 5G system that delivers improvements in performance, coverage, and latency to connect 5G everywhere. Now more than ever, 5G--supported by Movandi technology--is becoming an integral part of the telecommunications landscape. And we're only getting started.

At Movandi we work as a team. We like hard problems and solving them with the sharpest people. Are you looking to make a difference on the future of technology? At Movandi, you will help solve the growing challenges of deploying 5G millimeter wave networks. You will make an impact (more about Movandi: www.movandi.com).

We now have the following job openings:

Graduate Software/Firmware Engineer

About the Role:

Movandi is looking for a motivated and skilled **Software/Firmware Engineers** to join our team. As a Software/Firmware Engineer, you will be responsible for supporting the Firmware Development Team in the design, development and production of our firmware supported products. You will be responsible for testing, documenting, and creating firmware standards.

Duties and responsibilities:

- Planning, developing, and implementing firmware.
- Supporting bring up of new products.
- Debugging embedded software platforms.
- Maintaining stable firmware.
- Gathering and analyzing requirements from customers.
- Performing code reviews.
- Writing and maintaining firmware documentation.
- Testing firmware releases.
- Working closely with customers to resolve issues.

Requirements:

- Completed Bachelor of Engineering/Software Engineering/Computer Science or related degree.
- 1 - 3 years of relevant experience.
- Proficient in C & Python programming languages.
- Confident in embedded systems development and debugging.
- Experience using microcontrollers and/or a Linux operating system.
- Familiar with C++ programming language.
- Experience with controlling / debugging Hw Interfaces (PWMs, ADCs, UART, SPI, I2C, etc).
- Ability to understand and work with electrical schematics.
- Experience with lab support equipment such as digital oscilloscopes, logic analyzers, spectrum analyzers.
- Excellent verbal and written communication skills.

- Strong interpersonal skills.
- Strong multitasking skills.
- Ability to work under pressure.
- Strong organizational skills.
- Ability to work well in a team environment.

Systems Application Engineer

The Systems Application Engineer position will be responsible for providing design customization and technical support to customers and partners for potential design-in opportunities and design wins. The ideal candidate will coordinate responses to customers and provide resolution to technical issues. Customer support should include, but not be limited to, test setup, providing technical sales collateral, drafting supporting documents (application notes, data sheet and test reports) and writing python scrips to facilitate customer test requirements.

Key qualifications:

- Bachelor's Degree with 5+ years experience in wireless communication
- R&D experience with good understanding in RFIC architecture and working principle is a plus
- Familiar with various bench test equipment
- mmWave measurements test methodologies
- Python programming language
- Results oriented with proactive attitude to follow up and close action items
- Ability to travel to customer sites and resolve issues independently.

Wireless Systems Design & Integration Engineer

Type: Full-time

Min. Experience: Some Experience

Job Responsibilities:

- Capturing and documenting requirements for communication systems and platforms.
- Analyzing transmit and receive path line-ups.
- Developing and simulating algorithms for millimeter wave communication systems.
- Working with the fellow members of the systems, RF and Applications teams to specify and partition the implementation 5G RF and physical layer communication systems using Movandi chipsets, FPGAs and Microcontrollers.
- Working with the team to integrate the overall wireless communication system platform.
- Validating the performance of the system using lab equipment and over the air lab and field testing.
- Documentation of the overall System Platform for both internal and customer use.

Requirements:

- MEng or equivalent degree with at least 5 years of experience in wireless communication systems design and integration.

- Experience with developing physical layer communication algorithms for wireless communication chipsets.
- Good understanding of mmWave physical layer aspects such as beamforming
- Good C/C++ and python programming skills for embedded system.
- Experience with System and RF debugging using LAB equipment such as Oscilloscope, Logic Analyzer, Spectrum Analyzer.
- Experience with Verilog HDL and FPGA development is desired.
- Good communication skills, both verbal and written.
- Results oriented with proactive attitude to follow up and close action items.
- Enthusiasm and motivation to take ownership of a project.

Analog Mixed/Signal Design Engineer

Type: Full-time

Min. Experience: Some Experience

The engineer filling this role is responsible for ADC/DAC architecture and development.

We are looking for motivated team-players who want to be a part of designing the future of communications.

Key Qualifications:

- Work with platform architects, system groups and digital design group to define the requirements for RF and baseband blocks based on the system requirements
- Top-down specification of baseband analog frontend
- Design analog and Mixed-Signal circuit blocks inside the radio including ADC/DAC, bandgap, LDO, temperature/process sensors, PLL, and other analog blocks
- Floorplan and work with layout designer to implement circuit designs with best-practice layout techniques
- Work with the chip team to successfully integrate analog IP at chip level
- Lead top level verification and modeling of analog Ips
- Define bench bring-up and test plans and validate/characterize/debug designs into mass production