

## **岗位 1：【C++Windows 开发工程师】**

岗位职责：

- 1.从事移动（Android/iOS）或 PC 平台下的语音产品的软件研发；
- 2.撰写技术文档；
- 3.负责相关语音项目技术开发和支持；
- 4.配合同事推进产品化。

任职要求：

- 1.本科及以上学历，计算机、软件相关专业；
- 2.1 年以上工作经验，需要较强的学习自驱力；
- 3.有扎实的 C/C++ 基础，熟练运用常见设计模式；
- 4.有跨平台开发经验者优先；
- 5.有音频相关经验优先考虑。

## **【C + + Windows Development Engineer】**

**Responsibilities:**

1. Develop voice software products on mobile (Android / IOS) or PC platform;
2. Write technical documents;
3. Responsible for the technical development and support of related voice projects;
4. Cooperate with colleagues to promote product deployment.

**Requirements:**

1. Bachelor degree or above, major in computer and software;
2. Have minimum 1 year of experience and self-motivation;
3. Expertise in common design patterns; C + + is a must;
4. Cross platform development experience is preferred;
5. Audio related experience is preferred.

## **岗位 2：【windows 音频驱动工程师】**

岗位职责：

负责音频驱动开发；

任职要求：

- 1、全日制大专及以上学历，1年以上 windows 驱动开发经验；
- 2、熟悉 C/C++ 开发，熟悉 windows 系统运行机制和 windows 内核编程；
- 3、熟悉 windows 驱动框架 wdm、wdf，能够熟练进行驱动程序开发；
- 4、熟练使用各种调试工具和调试技术及手段，熟悉 Windbg、IDA 等工具的使用；
- 5、熟悉 HOOK 技术，具备优化、调试和解决问题的能力，逻辑思维清晰严谨；
- 6、具有 Windows APOs (Audio Processing Objects) 经验者优先。
- 7、有过 minifilter 文件过滤驱动，网络过滤驱动等驱动实际开发经验者优先；

### **【Windows Audio Driver Engineer】**

#### **Responsibilities:**

Audio driver development;

#### **Requirements:**

1. Full time college degree or above, more than 1-year windows driver development experience;
2. Familiar with C / C + + development, windows operating mechanism and windows kernel programming;
3. Familiar with Windows Driver Framework WDM, WDF, able to skillfully develop driver;
4. Proficient in using debugging tools and techniques, familiar with the use of WinDbg, IDA and other tools;
5. Familiar with HOOK technology, have the ability of optimization, debugging and problem solving, clear and rigorous logical thinking;
6. Experience in Windows APOs (audio processing objects) is preferred.
7. Experience in minifilter file filter driver, network filter driver, etc. is preferred;

### **岗位 3：【耳机算法移植优化工程师】**

岗位职责：

负责核心算法在各种嵌入式 MCU 或 DSP 平台移植优化工作；

完成音频算法优化和调试；

跟踪音频算法的客户反馈。

任职要求：

1. 至少熟悉 Cortex\_M4F / Tensilica HIFI DSP/ 高通 Kalimba DSP 三个平台其中一个。
2. 熟练掌握汇编 C / C++ / Matlab 语言编程。
3. 熟悉经典数字信号处理快速算法和定点实现，并掌握移植优化思想和方法。
4. 良好数学功底，思维能力活跃，较强抗压能力，能够面临巨大挑战。
5. 有进行回声消除，噪声抑制，波束形成等常见音频算法移植优化的经验者优先；
6. 良好英语读写能力，熟练阅读英文资料；

### **【Headphone Algorithm Transplant and Optimization Engineer】**

**Responsibilities:**

1. Transplanting and optimizing core algorithms on embedded MCU or DSP platforms;
2. Optimization and debugging audio algorithm;
3. Tracking customer feedback on audio algorithms.

**Requirements:**

1. At least familiar with one of the three platforms of Cortex\_M4F / Tensilica HIFI DSP / Qualcomm Kalimba DSP.
2. Familiar with the programming language of C / C + + / Matlab.
3. Familiar with the fast algorithm and fixed-point implementation of classical digital signal processing, and Familiar with ideas and methods of transplantation optimization.
4. Have mathematical skills, active thinking and the ability to work under pressure.
5. Experience in transplantation and optimization of common audio algorithms such as AEC, noise suppression and beamforming is preferred;
6. Good at English reading and writing, proficient in reading English materials;

### **岗位 4：【音频算法工程师】**

职位职责：

- 1、参与语音前端处理相关算法开发，包括语音增强、混响抑制、回声消除、波束形成等算

法的开发设计工作;

- 2、负责音频处理相关项目的开发, 包括算法设计, 优化和性能验证;
- 3、负责跟踪业界的最新技术, 并可转化为可商用的算法;
- 4、进行技术分享、专利申请等工作, 提升公司影响力。

职位要求:

- 1、专业及学历: 计算机、信号处理、通信、数学等相关领域硕士及以上, 熟悉数字信号处理、语音信号处理和自适应滤波技术。
- 2、专业技能: 熟悉语音前端相关技术 (语音增强、回声抵消、麦克风阵列等至少一种); 较好的数文献阅读和研究能力; 熟练使用 matlab、C/C++ 等。
- 3、有团队意识, 能与团队有良好的沟通和交流; 优秀的分析和解决问题能力; 较强的执行力。

### **【Audio Algorithm Engineer】**

#### **Responsibilities:**

1. Develop and design front-end speech processing algorithms, including speech enhancement, dereverberation, acoustic echo cancellation, beamforming, etc.
2. Responsible for the development of audio processing related projects, including algorithm design, optimization and performance verification;
3. Responsible for tracking the latest technology in the industry and converting it into commercial algorithms;
4. Responsible for technology sharing, patent application, etc. to increase brand awareness.

#### **Requirements:**

1. Master or above in computer, signal processing, communication, mathematics and other related majors, familiar with Speech signal processing and adaptive filtering technology.
2. Familiar with front-end speech enhancement technology (At least one of the technologies of speech enhancement, acoustic echo cancellation, microphone array, etc.), Good at reading and research; proficient in using MATLAB, C / C + + and so on.

3. Have strong team spirit, good at communicating with team members; excellent in analysis and problem-solving; effective execution.

### **岗位 5：【耳机声学工程师】**

工作职责：

- 1、负责对接客户，完成耳机类音频产品声学结构设计；
- 2、负责完成耳机类音频产品声学性能的确证（密封性、一致性、频响、失真等）；
- 3、负责完善耳机类音频产品声学结构设计规范。

岗位要求：

- 1、至少 1 年以上的耳机类音频产品的声学设计经验；
- 2、熟悉电声器件，熟悉 MIC&SPEAKER 声学性能验收标准、声学结构设计、产品工艺；
- 3、熟悉使用 AP, soundcheck, R&S 等电声测试设备。
- 4、熟悉 3GPP 测试客观标准或者主观调试优化经验的优先。
- 5、有通话降噪 ENC 或者主动降噪 ANC 工作经验的优先。

### **【Earphone Acoustic Engineer (TWS) 】**

**Responsibilities:**

1. Communicate with customers and complete acoustic structure design of True wireless Stereo (TWS) Bluetooth headphones;
2. Responsible for confirming the acoustic performance of TWS (mic sealing, consistency, frequency response, distortion, etc.);
3. Responsible for improving the acoustic structure design specification of TWS.

**Requirements:**

1. At least 1-year acoustic design experience in headphone or TWS products;
2. Familiar with electro-acoustic devices, MIC & Speaker acoustic performance acceptance standard, acoustic structure design, product process;
3. Familiar with Audio Precision (AP), soundcheck, R & S or other electro-acoustic testing equipment.

4. Familiar with 3GPP standard, experience in subjective debugging optimization is preferred.
5. Experience in environmental noise cancellation (ENC) or active noise cancellation (ANC) is preferred.