



Dolby is a different kind of company. We're about entertainment technology, not chips and routers. Imagine what you can say when someone asks you what you're doing these days!



## Take Entertainment to the Next Level

From 3D digital movies that make you jump out of your seat to stunning surround audio for your home theater system and mobile devices, Dolby innovation is at work behind the scenes. We're a 40 plus-year-old startup. That gives us the strength that goes with an established company along with the energy and courage essential to any successful startup.

So what about you? Do you want to do interesting work with some of the best and brightest minds around—inventing/engineering new systems that dazzle the imagination? Do you want to be part of the team that takes entertainment to the next level—with technologies that rapidly become a standard in the industry? If so, Dolby is the place.

If you come work with us, expect an environment where all ideas are considered, because people are genuinely interested in what you have to say. Expect a manager who sees what you're doing, appreciates it, and tells you so. Count on respect for the individual, but also a place where collaboration is encouraged and enjoyed—simply part of Dolby DNA.

Dolby is a different kind of company. As an engineer, you'll take part in creating technologies that will soon become part of everyone's life. We're about entertainment technology, not chips and routers. When you finish working on a feature in a product, you go to the theater or listening room to test it out. Imagine what you can say when someone asks you what you're doing these days. Talk about interesting!

We offer competitive salaries, relocation compensation, stock options, 9/80 work schedule (which means you have every other Friday off), and a 401k plan with employer's contribution.

Does all this sound like the kind of place where you want to work?

Well, jump on board. Take a look at some of the possibilities, and start imagining.

### Come join our amazing team!

#### WHAT WE DO:

- Design and develop killer cross-platform graphical user interfaces.
- Produce highly available, scalable systems for cinema and broadcast automation.
- Design and develop cutting edge hardware designs for professional audio / video professional products for the film, broadcast and digital cinema industries.
- Create embedded software for custom hardware.
- Develop reliable platforms for products with high bandwidth I/O requirements for networking and disk access.
- Develop and refine audio algorithms and turn them into software applications.
- Design documentation and methods to verify performance of our licensed technologies.
- Interact with manufacturers of integrated circuits or developers of software libraries that implement Dolby licensed technologies.

#### SKILLS WE'RE LOOKING FOR:

- C and assembly programming
- Familiarity with embedded hardware architecture
- Background in DSP, including Fourier analysis, discrete-time signal processing, sampling theory, and digital filter design
- Solid understanding of Operating Systems and real time programming concepts
- Background in analogue and high-speed digital circuits and circuit design including digital logic, microprocessors, digital signal processors and A/D, D/A converters
- Background in FPGA design including VHDL and/or Verilog hardware description languages; familiarity with industry standard CAD, synthesis and simulation tools; experience with Altera or Xilinx FPGAs an advantage
- Familiarity with embedded hardware architecture
- Java programming
- Cross-platform (Windows, Linux, Mac) graphical user interface development
- Familiarity with Swing or other UI framework
- Client/Server programming or Web Services experience a plus
- Linux internals (drivers, kernel, file systems, etc.)
- Object Oriented Programming using C++ is a plus

