

## **iPhone Hardware System Integration Engineer Intern**

Apple is seeking enthusiastic electrical engineer interns for the iPhone Engineering Team. This team is responsible for all system engineering aspects of iPhone development, including concept definition, hardware circuit prototyping, system PCB design, design validation, mass production, and failure analysis. This is a design engineering position that entails working with cross-functional groups to continually push the envelope of technology implemented in iPhone products. Interns are given relevant project work with schedule implications and will gain invaluable experience working alongside an industry-leading electronics design team.

The ideal candidate is a highly motivated individual interested in hardware system development of low power, high quality, high volume consumer electronics products.

Responsibilities include:

- PCB schematic capture
- Manage PCB layout design
- Prototype bring up and debugging
- Functional and performance verification
- Design validation
- Signal characterization
- Hardware bug tracking

Required Experience and Skills:

- Pursuing a BS/MS EE
- Solid EE fundamentals
- Hands-on lab experience in electronics prototype bring-up and debugging
- Strong analytical and problem solving skills
- Positive attitude
- Experience in the following areas is important:
  - System integration
  - Broad experience in small embedded systems, especially 8-bit and 16-bit micro-controllers
  - Various communication protocols (especially USB, SPI, I2C and UART)
  - Analog integration, audio design and measurement, sensor design and integration, low power design
- Experience in the following areas is desirable:
  - PCB schematic capture tool such as Cadence Concept
  - PCB layout design tool such as Cadence Allegro
  - Soldering
  - Test automation scripting such as Python, Perl, and LabVIEW