

NVIDIA TECH TALK

SPEAKER: Lloyd Cha, Principal Infrastructure Architect

TITLE: Opportunities in NVIDIA's HW Infrastructure Engineering Team

WHEN: Wednesday, September 13, 2017 | 6:30PM-7:30PM

WHERE: Carnegie Mellon University
Gates and Hillman Centers - 3002 (Newell-Simon)

NVIDIA's invention of the GPU in 1999 sparked the growth of the PC gaming market, redefined modern computer graphics, and revolutionized parallel computing. More recently, GPU deep learning ignited modern AI – the next era of computing. NVIDIA is united by a core belief that mastery of our craft lets us tackle the challenges that matter to the world. This attitude pervades our culture and informs everything we do, from designing amazing products to striving to build one of the world's great companies.

A key part of NVIDIA's strength is our unique advanced development tools and environments that enable our incredible pace of delivering new technology to market. We are looking for passionate, hard-working, and creative people interested in joining a fast-paced agile software team with high production quality standards. Our work includes developing chip definition languages, compute infrastructure for large scale distributed runs of mission critical applications and simulations, creating integrated development and debugging environments (based on tools such as Eclipse), implementing cutting-edge software engineering methodologies and tools, creating and driving quality build and release processes, and driving performance improvement. NVIDIA is continuously pushing the state of the art in chip development tools and infrastructure to enable the next generation of chips.

Interested in the team? Apply at <https://www.nvidia.com/university>
Internship - JR1908305 or New College Graduate - JR1908306

*Food and beverages will be provided

