DEVELOPER TECHNOLOGY ENGINEER #1225303

NVIDIA is searching for world-class software engineers for an exciting role in Developer Technology. Work with the most exciting GPU computing applications in high performance computing, consumer, and professional applications with developers throughout the world. Interact closely with the architecture and software teams at NVIDIA to ensure the best possible performance and results. Work to help influence the developer experience with current-generation hardware as well as determine trends and features for next-generation architectures. You will work with the latest GPU technology working with HPC, Visual Consumer, and Professional applications.

For HPC and Professional Applications, you will work on parallelizing software algorithms for applications in a variety of fields including geo-sciences, medicine, computational biology, and digital content creation tools.

For Visual Consumer applications, you will work with video, photo imaging, computer vision consumer applications.

An important part of this role will be to support, evangelize, and influence NVIDIA GPU in either graphics or general purpose computing technologies to developers. You will develop and implement new data-parallel algorithms and systems, create technical demos, write whitepapers and present your work at conferences. Through collaboration with external software developers, you will help to optimize their products using NVIDIA technology.

MINIMUM REQUIREMENTS:
- Strong knowledge of C/C++ and programming techniques
- Strong mathematical fundamentals, including linear algebra and numerical methods.
- Good communication skills required.
- Travel for on-site visits with developers and to conferences will be required.
- Ideal candidates will have experience with parallel programming, especially data-parallel and/or GPGPU.
- Minimum 3 years of industry or academic experience (or equivalent) in a related field.
- B.S. or higher degree in Computer Science/Engineering or mathematical field.
- Experience with OpenMP, MPI, Fortran, and parallel programming is a plus
- Experience with CUDA, DirectX, or OpenGL is a plus.
- Experience in benchmarking a plus
- Familiar with CPU System architecture and OS fundamentals.
- A strong team player that is self motivated.

EOE

CONTENT ACCOUNT MANAGER #1208562

This is an exciting opportunity to formulate and lead content engagement initiatives for the worldwide leader in visual computing technologies. The candidate is expected to be of high energy and character, and have the ability to influence and inspire.

RESPONSIBILITIES:
- Perfectly align NVIDIA with the top games and game developers/publishers
- Sign developers/publishers into NVIDIA's "The Way It's Meant To Be Played" partnership program by pitching the benefits of extensive technical and co-marketing collaboration with NVIDIA
- Facilitate the adoption and incorporation of advanced graphics and physics technologies that will reward GeForce owners with a differentiated experience
- Ensure that key titles perform favorably on NVIDIA GPU's
- Devise and execute go-to-market strategies which will drive sales of GeForce graphics processors

The candidate will be expected to provide and maintain plan of records (POR's) that outline key plans involving top game applications. The position is specifically responsible for coordinating the technical engagement functions as well as go-to-market programs that make effective use of content to amplify NVIDIA product messaging and positioning.

This role is also extremely cross-functional and will, at times, require the candidate to work with internal groups including Developer Technology, PhysX engineering, Technology Evangelism, Developer Tools, Software (Driver), QA, PR, Sales, Events, Campaign, Marcom, Product Marketing, Technical Marketing and Strategic Marketing teams.

MINIMUM REQUIREMENTS:
- BA or BS college degree
- Strong familiarity with the PC entertainment software industry and its trends
- An enthusiast who has a strong passion for computer games and computer technology
- Familiarity with, or at least strong interest in 3D graphics; knowledge of DirectX a plus
- Experience in managing projects and software development schedules
- Strong analytical skills which allow for creative methods to achieve results and solve problems
- Ability to negotiate and close business deals
- The ability to set one's own agendas, but also work very collaboratively and be willing to back-up other team members
- Strong negotiation, organization and time management skills
- Tenacity and attention to detail

EOE

CUDA SOFTWARE ENGINEER - DEVELOPER TOOLS #1150222

NVIDIA is looking for multiple software engineers to join the CUDA Developer Tools team. CUDA is NVIDIA's revolutionizing new technology that is helping move thousands of new applications to run on the GPU instead of the CPU. Important part of this role is to build a world class GPU debugger architecture that can help developers run and debug these applications on the GPU. This role requires interaction with CUDA driver and compiler teams within NVIDIA, and other developer teams within and outside of NVIDIA.

MINIMUM REQUIREMENTS:
- BS or higher degree in Computer Science/Engineering.
- Minimum 3 years of industry or academic experience (or equivalent) in a related field.
- Strong knowledge of C and programming techniques.
- Familiar with CPU/GPU System architecture and OS fundamentals especially linux.
- Good communication skills required.
- Prior experience building user mode or kernel mode debuggers is a plus.
- Familiarity with Windows and/or Mac OS X is a plus.
- Experience with C++, OpenMP, and any parallel programming is a plus.
- A strong team player that is self motivated.

EOE