Visualize Your Future . . . We Do

NVIDIA is a World leader of Visualization Computing. With our technology people are exploring cures for diseases, developing next generation automobiles, creating the next level of advanced blockbuster films, crafting dynamic gaming experiences, finding more oil, and leading the forefront in computational finance.

NVIDIA is also helping to pioneer new and exciting markets with our advanced computing solutions for vision processing systems and high performance computing. Our fast pace is intense, so this position is for someone passionate about making change. Do you have what it takes and are you someone that moves fast enough to keep up in this true start-up speed environment? We are searching for game changers only.

We have the following needs in CUDA HPC.

GPU COMPUTE DEVTECH ENGINEER #1211630

To spearhead its breakthroughs in High Performance Computing and Visual Computing, NVIDIA is building a team with a unique and critical position within the company and is looking for passionate world-class software engineers.

In this role, you will open up new domains of application for GPUs by researching and developing GPU computing algorithms, driving their adoption with key application developers, and ensuring best possible performance of GPU computing applications on current and next-generation architectures.

Main responsibilities entail educating developers on latest NVIDIA technologies, working with key developers on their applications, and closely collaborating with the architecture and software teams at NVIDIA to influence the design of next-generation architectures.

Application domains include geosciences, life sciences, computer-aided engineering, computational fluid dynamics, finance, electronic design automation, medical imaging, computer vision, video processing, image processing, ?

MINIMUM REQUIREMENTS:
- Strong knowledge of C/C++, programming techniques, and algorithms
- Strong mathematical fundamentals, including linear algebra and numerical methods
- Familiar with CPU system architecture and OS fundamentals
- Good communication skills
- Good problem solving skills

- Experience with parallel programming, especially data-parallel and/or CUDA programming, a plus
- Degree in Computer Science, Engineering, Physics, or Mathematical field (BS minimum, MS or PhD preferred)
- Some travel to conferences and for on-site visits with developers will be required

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CUDA LIBRARY SOFTWARE ENGINEER #1150224

NVIDIA is searching for world-class software engineers to develop performance application libraries and benchmarks for next generation GPUs. These include FFT, BLAS, Imaging, and other numerical libraries. As a library developer, you will work on designing and optimizing libraries for current and upcoming GPUs as well as benchmarking critical algorithms in CUDA. Location: Santa Clara, CA

MINIMUM REQUIREMENTS:
- Strong mathematical background.
- Minimum 3 years of industry or academic experience (or equivalent) in a related field.
- Experience in benchmarking a plus.
- B.S. or higher degree in Computer Science/Engineering or mathematical field.
- Strong programming skills in C and C++ and data structures required.
- Familiar with CPU System architecture and OS fundamentals.
- A strong team player and self motivated.

CUDA SYSTEM SOFTWARE ENGINEER #1150223

NVIDIA is searching for world-class software engineers to join the GPU driver team for next generation GPUs.
As a driver engineer, you will work on developing and optimizing drivers for upcoming GPUs. This position involves emulation and validation of new chip designs, development and architecture of new SW technologies to support the evolving new technologies our GPU development cycle, including new operating systems, HW features, and other derivative GPU technologies. Location: Santa Clara, CA

MINIMUM REQUIREMENTS:
- Minimum 3 years of industry experience (or equivalent) with device drivers (3D, networking, audio) or related field.
- Must hold a B.S. or higher degree in Electrical Engineering, Computer Science/Engineering
- Strong programming skills in C and C++, math, algorithms and data structures required.
- Working experience in Vista a big plus.
- Familiar with CPU System architecture and OS fundamentals.
- A strong team player; self motivated and good attitude.

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.

HOW TO SUBMIT YOUR RESUME:

1. Apply online at http://careers.nvidia.com
2. Email us at hr@nvidia.com
3. Create an account (if you don't see an opening that interests you now)

Note to Applicants:

1. *Due to poor image quality, NVIDIA no longer accepts faxed resumes. If you wish to submit your resume, please submit online through this website or send us a hard copy via regular mail.*
2. *NVIDIA conducts background checks as a condition of employment.*

Please Note: Principals only please. Agency resumes are not accepted and will be considered unsolicited resumes that are not subject to placement fees.