

Invent the Future With Us.

Your Future Starts Here

NVIDIA pioneered accelerated computing to tackle challenges no one else can solve. We engineer technology for the da Vincis and Einsteins of our time. Our work in AI and the metaverse is profoundly impacting society and transforming the world's largest industries. From gaming to robotics, self-driving cars to life-saving healthcare, climate change to virtual worlds where we can all connect and create.

Our work is truly unique. Part science. Part art. Completely rewarding. We take on challenges that make a significant difference in the world. Every breakthrough helps shape what comes next.

Find Your Perfect Fit

There are endless opportunities at NVIDIA, and you have the freedom to explore them all. It is all about landing where you are the most valued, challenged, and inspired in your work.

Below are general hiring areas for NVIDIA. Check out where your skills fit and search for your area of interest at www.nvidia.com/university.

Hardware

ASIC Design

- > Digital Systems, Digital Design, VLSI Design or Real-Time Logic (RTL) Design
 - > Computer Architecture, Computer Arithmetic, Object-Oriented Programming, CMOS Transistors, Circuits
- Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, Perl, TCL, C, C++, Linux
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Verification

- > Formal Verification, GPU or processor Verification or Validation
 - > Digital Systems, Digital Design, VLSI Design or Real-Time Logic (RTL) Design
 - > Random functional testing, writing test plans, directed/random diagnostics
 - > CPU Architecture, Computer Architecture, Software Infrastructure (for validation of architecture)
- Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, UVM, Python, Perl, TCL, C, C++, Linux
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Physical Design

- > Synthesis, Static Timing Analysis, Clock/Power Distribution and Analysis, RC Extraction and Correlation, Place and Route, Circuit Design
 - > VLSI, Computer Architecture, Digital/Micro Electronics, Mixed-Signal Design, Digital Design, Logic Design
- Programming Skills & Technologies: Perl, C, C++, TCL, Linux, Scheme, Python, SKILL, Make, ICC2, Design Compiler, PrimeTime (Synopsys, First Encounter), Innovus, Virtuso (Cadence)
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Architecture

Computer Architecture

- > Digital Systems, VLSI Design, Computer Architecture (GPU or CPU Architecture), Computer Arithmetic, CMOS Transistors and Circuits, Deep Learning, Modelling/Performance Analysis, Parallel Programming
- Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, Linux, C, C++, Perl
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Software

Compiler

- > Compiler Development, Open Source Programming, High-Performance Computing (HPC)
- Programming Skills & Technologies: C, C++, CUDA, Linux, Open Source Tools (CLANG, LLBM, gcc), Testing Production/Automation Tools (XLA, TVM, Halide)
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Data Science

- > Data Science, Data Engineering, Open Source Data Science Tools, Open Source Libraries
 - > Building Cloud and On-Premise Infrastructure for back-end analytics
- Programming Skills & Technologies: Python, C, C++, Data Technologies (Kafka, ELK, Cassandra, Apache Spark)
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Dev Tools

- > Linear Algebra & Numerical Methods, Operating Systems (memory/resource management), Scheduling and Process Control, Hardware Virtualization
- Programming Skills & Technologies: Java, Python, Testing Methodologies (Jenkins), GUI Technologies (AngularJS, Web Services, SOAP/REST), Relational Databases (MySQL, NoSQL, Elastic Search, MongoDB, HBase), Systems Administration (Windows, Linux)
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Systems Software	<ul style="list-style-type: none"> > Operating Systems (Threads, Process Control, Memory/Resource Management, Virtual Memory), Multithreaded Debugging, Linux Kernel Development, RTOS Development on Embedded Platforms, Data Structures & Algorithm time/space complexity <p>Programming Skills & Technologies: C, C++, Linux</p>
Firmware & Embedded Software	<ul style="list-style-type: none"> > Operating Systems (Threads, Process Control, Memory/Resource Management, Virtual Memory), Embedded Systems Software Development > Data Structures & Algorithms, Computer Architecture, Computer Systems Software, Linux Kernel Development, Multi-Threaded or Multi-Process Programming, RTOS Development on Embedded Platforms <p>Programming Skills & Technologies: C, C++, CUDA, Perl, Bash/Shell Scripting, Linux</p>
Graphics Systems Software	<ul style="list-style-type: none"> > Computer Architecture, Operating Systems, Real-Time Systems Development, Device Driver Programming, Game Console Middleware, or other Low-Level Library Development > 3D/2D Graphics Theory, Implementation & Optimizations, Simulation or Emulation experience (writing & debugging tests) <p>Programming Skills & Technologies: C, C++, CUDA, x86, ARM CPU, GPU, Linux, Direct3D, Vulkan, OpenGL, OpenCL</p>
Software Cloud	<ul style="list-style-type: none"> > Distributed Systems, Data Structures & Algorithms, Virtualization, Automation/Scripting, Container & Cluster Management, Debugging <p>Programming Skills & Technologies: Java, Go, C++, SPARK, RAPIDS, REST API, CI/CD, Container Tools (Docker/Containers, Kubernetes), Infrastructure Platforms (AWS, Azure, GCP)</p>
Software Security	<ul style="list-style-type: none"> > Operating Systems, Data Structures & Algorithms, Cybersecurity, Cryptography, Computer Systems Architecture, Microcontroller and Microprocessor fundamentals (Caches, Buses, Memory Controllers, DMA, etc.) <p>Programming Skills & Technologies: C, C++, Spark, Frama-C, Python, Bash/Shell Scripting, Linux, Formal Verification Tools (Spark, Frama-C), Automated Security Testing & Fuzzing Tools (AFL, libFuzzer), Data Processing (Kibana, Grafana), CI/CD (Jenkins)</p>
Tools Infrastructure	<ul style="list-style-type: none"> > Operating Systems, Distributed Systems, Micro-Services Architecture, Logic, Simulation > GPU Development - modeling, analyzing, and debugging GPU hardware for performance > Chip Design, Validation, and Workflow - software design and validation for chips to support hardware > Metrics, Process Management, and Compute Infrastructure - distributed/scalable applications to enable the chip design process <p>Programming Skills & Technologies: Perl, Java, JavaScript, Unix/Shell Scripting, Graphics & GPGPU APIs (Vulkan, DirectX, OpenGL, CUDA, OpenCL), Data Processing Tools (ElasticSearch, Kibana, Grafana, MongoDB), CI/CD (Jenkins), C++, CUDA, OOP, Go, Python, GitLab, Linux</p>

Artificial Intelligence

Autonomous Vehicles

- > Computer Vision, Mapping, Localization, SLAM, Image Processing, Segmentation

Programming Skills & Technologies: C, C++, CUDA, Python, Linux, Sensor Input Devices (LiDAR, cameras, radars), Training Frameworks (TensorFlow, Keras, PyTorch)

NVIDIA Projects: [DRIVE](#)

Deep Learning Applications and Algorithms

- > Deep Neural Networks, Linear Algebra, Numerical Methods and/or Computer Vision, Software Design, Computer Memory (Disk, Memory, Caches), CPU and GPU Architectures, Networking, Numeric Libraries, Embedded System Design and Development, Drivers, Real-Time Software

Programming Skills & Technologies: C, C++, CUDA, Python, Linux, Deep Learning Frameworks (PyTorch, TensorFlow)

NVIDIA Projects: [Riva](#) (Conversational AI), [Metropolis](#) (Smart Cities), [Clara](#) (Medical Imaging), and more

Deep Learning Frameworks and Libraries

- > Computer Architecture (CPUs, GPUs, FPGAs or other accelerators), GPU Programming Models, Performance-Oriented Parallel Programming, Optimizing for High-Performance Computing (HPC), Algorithms, Numerical Methods
- > Building underlying frameworks and libraries that accelerate Deep Learning on GPUs

Programming Skills & Technologies: C, C++, CUDA, TensorRT, Python, Linux, Docker Containers, CPU, GPU, FPGA

NVIDIA Projects: [Deep Learning Frameworks](#), [TensorRT](#), [cuDNN](#)

Machine Learning

- > Machine Learning, Deep Learning, Accelerated Computing, GPU Computing, Deep Learning Frameworks, NVIDIA RAPIDS

Programming Skills & Technologies: C, C++, PyTorch, TensorFlow, TensorRT, Linux, Deep Learning Frameworks (PyTorch, TensorFlow, TensorRT)

Robotics

- > Robotics, Autonomous Vehicles, Validation Frameworks for Machine Learning/ Deep Learning, Operating Systems and Data Structures (threads, processes, memory, synchronization), Physics Simulation Software, Simulators, Computer Graphics, Version Control, Computer Vision, Cloud Technologies

Programming Skills & Technologies: C, C++, CUDA, ROS, Python, OpenGL, Linux

NVIDIA Projects: [Isaac SDK](#), [Isaac Sim](#), [Omniverse](#), [Jetson AGX Xavier](#)

Research

Research (PhD Required)

- > PhD candidacy in CE, EE, CS, Mathematics, Physics, Signal Processing, Statistics, Neuroscience, or equivalent research experience in those fields
- > Track record of research excellence with a strong publication record
- > Research Application Areas: Parallel Algorithms, Parallel Programming Systems, Computer Vision, Robotics, Natural Language Processing (NLP), or Recommender Systems

Programming Skills & Technologies: C, C++, CUDA, Linux, PyTorch, TensorFlow, Python, MATLAB

[Check out Research Application Areas here](#)

Applied Research (BS, MS, PhD)

- > Applied Research Areas: Deep Learning Theory and Applications to Natural Language Processing (NLP), Computer Vision, Graphics, Speech, Reinforcement Learning, or another relevant domain

Programming Skills & Technologies: C, C++, PyTorch, TensorFlow, Python, Linux

Business Operations

Business Operations (MBA)

- > Product Management, Marketing, Finance, and Operations across multiple teams

What We Do

Autonomous Machines	Gaming and Entertainment
Cloud and Data Center	Healthcare
Deep Learning and Artificial Intelligence	High-Performance Computing
Design and Pro Visualization	Self-Driving Cars

Where We Work

- | | | | |
|-----------------|-----------------|-------------------|-------------------|
| > Austin, TX | > Durham, NC | > Pittsburgh, PA | > Toronto, Canada |
| > Bethesda, MD | > Hillsboro, OR | > Redmond, WA | > Westford, MA |
| > Boulder, CO | > Holmdel, NJ | > Santa Clara, CA | |
| > Champaign, IL | > New York, NY | > Seattle, WA | |

A Truly Inclusive Culture

Everyone is welcome. Every background offers a new perspective that can only help us grow smarter and better.

Everyone has a voice. Great ideas drive us, no matter who or where they come from.

Early Talent Programs

Internships

Whether you're pursuing a BS, MS, PhD, or MBA, we have year-round internships available—for a minimum of 12 weeks—with great benefits

NVIDIA Intern, Ignite, and MBA programs make this a great place to kickstart your journey and take part in meaningful work making an impact on the next generation of innovation. You'll make a difference on real projects, connect with the greatest minds in our industry, and build lifelong connections.

New College Graduate (NCG)

Our NCG program, gives you the opportunity to influence areas ranging from high-performance computing and graphics to edge computing, networking, and autonomous machines. We provide great benefits that include ESPP, tuition reimbursement, continuous learning and development programs, paid time off, and more.

How To Apply

1. Explore University Opportunities. Check out our general hiring areas above to see where your skills and interests may fit. Search for your area of interest at www.nvidia.com/university and submit a resume!
2. Get Noticed. Make sure your resume aligns with the area you're interested in. For our technical and engineering opportunities, our teams like to see your technical and programming skills through past internships, relevant coursework, and cool projects.
3. Stay Connected. Once your resume has been submitted, we have a dedicated team to review profiles who can help match your skills to areas of interest and/or direct openings.
4. We have new roles opening through-out the season. If there's a fit, our recruiting team will reach out with next steps.
5. In the meantime, follow us on LinkedIn, Instagram and NVIDIA Blog to stay connected!

Ready to Get Started?

For more, visit www.nvidia.com/university

