



SIGGRAPH ASIA 2019 NVIDIA Careers



NVIDIA

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—with the GPU acting as the brain of computers, robots and self-driving cars that can perceive and understand the world.

Location: Multiple locations

Job Openings

1. Developer Technology Software Engineer – AI [Taipei, Beijing, Shanghai, Shenzhen]

Responsibilities:

- Study and develop cutting-edge techniques in deep learning, graphs, machine learning, and data analytics, and perform in-depth analysis and optimization to ensure the best possible performance on current- and next-generation GPU architectures.
- Work directly with key customers to understand the current and future problems they are solving and provide the best AI solutions using GPUs.
- Collaborate closely with the architecture, research, libraries, tools, and system software teams at NVIDIA to influence the design of next-generation architectures, software platforms, and programming models.

Requirements & Qualifications:

- A good degree from a leading university in an engineering or computer science related discipline (BS; MS or PhD preferred).
- Strong knowledge of C/C++, software design, programming techniques, and AI algorithms.
- Experience with parallel programming, ideally CUDA C/C++.
- Good communication and organization skills, with a logical approach to problem solving, good time management, and task prioritization skills.
- Some travel is required for conferences and for on-site visits with customers.

If interested, please submit your application to NVIDIA APAC HR at TW-Recruitment@nvidia.com.



2. GPU Computing Engineering Manager [Tokyo]

Responsibilities:

- Prototype state of the art deep learning and data analytics algorithms and applications. Analyze trade-offs in performance, cost and power.
- Develop analytical models for the state-of-the-art deep learning networks and algorithm to innovate processor and system architectures design for performance and efficiency.
- Specify hardware/software configurations and metrics to analyze performance, power, accuracy and resiliency in existing and future uni-processor and multiprocessor configurations.
- Collaborate across the company to guide the direction of next-gen deep learning HW/SW by working with architecture, software, and product teams.

Requirements & Qualifications:

- Masters, or PhDs of computer science, electronics engineering, and relevant or equivalent majors are welcome.
- Your deep knowledge of computer architecture, performance modelling and performance analysis techniques will be a nice fit to this position.
- Strong software skills with C++ (or similar), Python, databases, and data visualization tools. Familiarity with CUDA is a plus.
- Understand the basics of DNN, have kept up with state of art in some area of DNN research, and familiar with deep learning frameworks: Caffe, TensorFlow, Torch etc., and acceleration libraries.

3. Solutions Architect - Deep Learning [Tokyo]

Responsibilities:

- Recruit GPU computing experts and grow the team.
- Work with business development and engineering teams at NVIDIA to identify and prioritize projects and engage with application developers.
- Lead and mentor the team to perform in-depth analysis and optimizations and ensure the best possible performance on current and future NVIDIA platforms.

Requirements & Qualifications:

- PhD from a leading university in an engineering or computer science related discipline, or MS and 3+ years of relevant work experience.
- At least 3 years of experience in a technical management position.
- Ability to define projects and goals and technically direct the team towards these goals.
- Good communication and organization skills, with a logical approach to problem solving, good time management, and task prioritization skills.
- Strong and practical knowledge of C/C++, software design, programming techniques, and algorithms.
- Experience with GPU programming.

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4. System Architect – Deep Learning [Shanghai]

Responsibilities:

- A huge part of the day-to-day job is staying up on the latest improvements in the ecosystem around GPU accelerated environments. You'll also be called on to help architect and scale high-performance computing and virtual workstation environments that incorporate state of the art GPU technology.
- Document what you know and teach others. This can vary from building targeted training for partners and other Solutions Architects, to writing guidelines to simply working through hard problems with partners.
- Answer questions and provide mentorship. Work with Partner Business Managers and Industry Business Develop to assist partners and customers on their mission critical projects. You will help them to build their GPU enabled Accelerated Compute data centers and get the most out of their investment.
- We make heavy use of conferencing tools, but some travel is required for this role. You are empowered to figure out the best way to get your job done and do what it takes to make our partners successful.
- Above all, you will be the person that partners call on when they need to get technical in crafting solutions for customers that make use of NVIDIA technology. Backed up by the other Solution Architects, the Engineering organization, and the whole of NVIDIA, you'll get to be the face and brains of NVIDIA that our partners will learn to rely on
- Assist field business development in guiding the customer through the sales process for GPU Computing products, owning the technical relationship and assisting customer in building innovative solutions based on NVIDIA technology.

Requirements & Qualifications:

- BS or MS in Engineering, Mathematics, Physics, or Computer Science.
- 10+ years of work-related experience in software development, Machine Learning, or high-performance computing, with GPU and CUDA experience highly desirable.
- Experience working with DevOps including but not limited to Docker/Containers, Kubernetes and datacenter deployments.
- Deep understanding of dense datacenter design including compute, Storage and networking.
- Some experience with modern Deep Learning software architecture and frameworks.
- Experience with supercomputing and technical computing environments
- Ability to multitask effectively in a dynamic environment.
- Strong analytical and problem-solving skills.
- Clear written and oral communications skills with the ability to effectively collaborate with management and engineering.

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5. Solution Architect – HPC [Beijing]

Responsibilities:

- Assisting field business development in guiding the customer through the sales process for GPU Computing products, being responsible for the technical relationship and assisting customers in building creative solutions based on NVIDIA technology.
- Be an industry leader with vision on integrating NVIDIA technology into HPC architectures to support various applications.
- You will engage with customers to develop a keen understanding of their goals, strategies, and technical needs – and help to define and deliver high-value solutions that meet these needs.
- You will strategically partner with lighthouse customers and industry-specific application and other solution partners targeting our computing platform.
- Be an internal champion for Deep Learning and HPC among the NVIDIA technical community.

Requirements & Qualifications:

- MS or PhD in Engineering, Mathematics, Physics, or Computer Science.
- 3+ years of work-related experience in software development or Machine learning or high-performance computing, CUDA experience highly desirable.
- Experience working with modern Deep Learning software architecture and frameworks including Tensorflow, PyTorch, MXNet, cuDNN, Torch or other Deep Learning Frameworks
- Experience in building SW and/or systems.
- Desirable experience with parallel computing algorithms.
- C programming / Parallel programming experience
- Exposure to GPU Computing and CUDA programming
- Capable of working in a rapidly changing environment without losing focus.
- Ability to multitask effectively in a dynamic environment.
- Strong analytical and problem-solving skills.
- Strong time-management and organization skills for coordinating multiple initiatives, priorities, and implementations of new technology and products into very complex projects.
- Strong written and oral communications skills in English & Japanese with the ability to effectively collaborate with management and engineering