



2010 年 3 月發佈

NVIDIA 2010 校園徵才 Campus Talent Recruit

NVIDIA 公司在 1999 年發明了繪圖處理器(GPU)後，便讓全世界認識到電腦繪圖功能的威力；從此，NVIDIA 藉由在各種可攜式媒體播放器、小筆電到工作站等裝置中採用的突破性、互動式繪圖功能，不斷為視覺運算定義各種全新標準。NVIDIA 在可編程繪圖處理器領域的專精為平行處理技術帶來各種突破，並讓超級運算技術在價格上變得平易近人，因而廣被採用。*Fortune* 雜誌連續兩年將 NVIDIA 評為半導體產業最具創新力企業第一名，歡迎年輕有為的青年一起加入 NVIDIA 的工作團隊。

我們誠摯地邀請你加入 NVIDIA，目前我們正在招募優秀的繪圖處理器人才。如果你有興趣成為 NVIDIA 的一員，請詳閱以下的工作內容。

2010 Openings

工作地點: 台北(TPE) 或上海(SH)

條件:大學部/研究所應屆畢業生, 男須(屆)退役

How to apply?

Please send your application to NVIDIA by following the instructions as on

如果您對這些職位有興趣，歡迎將您的履歷以及希望工作地點投到 cachang@nvidia.com

更多資訊，請造訪我們的網站：www.nvidia.com

ASIC DESIGN ENGINEER

RESPONSIBILITIES

- ASIC Design for graphics and video processors.
- Micro-architecture definition; working closely with video / graphics and system architects.
- RTL design, verification, emulation, synthesis, timing, and silicon bring-up.

MINIMUM REQUIREMENTS

- MS in EE or related area
- Strong RTL programming ability, familiar with all aspects of the frontend ASIC design flow
- Strong programming skills in C/C++, PERL preferred.

PHYSICAL DESIGN ENGINEER

RESPONSIBILITIES

- Responsible for all aspects of physical design and implementation of Graphics processors, integrated chipsets and other ASICs targeted at the desktop, laptop, workstation, set-top box and home networking markets
- Participating in the efforts in establishing CAD and physical design methodologies, flow automation, chip floor plan, power/clock distribution, chip assembly and P&R, timing closure, - Static timing analysis, power and noise analysis and back-end verification across multiple projects

MINIMUM REQUIREMENTS

- MSEE or MSCS. Courses taken in digital design, logic design and verilog synthesis
- Project experience in VLSI physical design implementation
- Proficiency using Perl, TCL, and Make scripting is preferred.

NOTEBOOK ENGINEER

RESPONSIBILITIES

- Characterization of next generation Notebook GPU ASICs.
- High speed bus signal integrity debug/characterization.
- Troubleshooting and silicon debug.

MINIMUM REQUIREMENTS

- Programming skills in C and/or Perl.
- Understanding of BIOS, drivers, lower power ASIC design and other software applications
- Experience with digital logic design, analog design a plus

CIRCUIT DESIGN ENGINEER

RESPONSIBILITIES

- High performance, low power custom circuit design for graphics processors.
- Circuit architecting, simulation and characterization of custom design circuit
- Logic equivalence checking and transistor level function verification.

MINIMUM REQUIREMENTS

- BSEE minimum, MSEE preferred. Strong background in deep submicron CMOS process and device
- Good knowledge in high speed circuit design techniques and understanding of on-chip interconnect and signal integrity
- Experience in circuit simulation, schematic capture and layout verification CAD tools.

3D PERFORMANCE TOOLS SOFTWARE ENGINEER

RESPONSIBILITIES

- Design and implement 3D graphics profiling and debugging applications for the PC, Embedded and Mobile 3D development community
- Develop applications (e.g. PerfHUD) that will assist developers with identifying bottlenecks and inconsistencies in their 3D graphics application
- Provide professional solutions to level out the difficulties arising from the development of high-end 3D graphics application.

MINIMUM REQUIREMENTS

- Master, major in computer science, mathematics, computer graphics

- In depth knowledge of at least one 3D graphics API: OpenGL, OpenGL ES or Direct3D.
- Strong C/C++ and mathematic skills

GRAPHICS ARCHITECT

RESPONSIBILITIES

- Develop algorithms and design hardware extending the state of the art in hardware support for computer graphics. Working within a team of graphics architects to document, design, and develop functional and performance simulators validate and verify each new chip.
- Develop tests, test plans, and testing infrastructure for new graphics architectures.
- Design and implement automated testing strategies. Test and debug CMODELs, RTL simulation and real silicon.

MINIMUM REQUIREMENTS

- MS in CS, EE or Math, and great interest in the algorithms of computer graphic
- Relevant industrial experience preferred.
- Strong C, C++ programming ability, Perl

GPU PHYSICAL DESIGN ENGINEER

RESPONSIBILITIES

- Run Static Timing Analysis (STA) at the both the block and full chip level using industry standard STA tools
- Work in conjunction with Place and Route Engineers to achieve timing closure
- Develop tcl and dc-shell scripts for performing ECO's.
- Contribute to the ongoing development and enhancement of our entire timing methodology

MINIMUM REQUIREMENTS

- MS in Electrical Engineering or Computer Science
- Strong RTL programming ability, C/C++ and Perl preferred
- Great interest in the area of ASIC physical design, Static Timing Analysis and RTL

GPU Driver Engineer (TPE only)

RESPONSIBILITIES

- Work with GPU driver software engineers and HW engineers to understand user issues and innovate solutions for Window NB Operating Systems.
- Use your experience in Windows operating system and hardware fundamentals to support development of next generation multimedia graphics solutions for Windows NB platform.

MINIMUM REQUIREMENTS

- BSCS or MSCS or equivalent
- Have experience working on large and complex pieces of software and have strong debugging skills.
- Detailed knowledge of operating system internals, C/C++ language, object-oriented design, as well as various device driver models.