

1. Nvidia:

- a. Some of the technology they use to create their software involves programming languages C++, Python, and their own language built off of C/C++ being Cuda, which is largely being used to help with GPU accelerated computing. Some of the frameworks and libraries used are TensorRT, an engine for optimizing and runtime deployment of deep learning models, and PhysX for games, mostly virtual reality and simulations, due to being a real time physics engine.