SOFTWARE INTERN JD – NVIDIA

Job Description

As a Software Engineering Intern, the candidate will be responsible for supporting in design and development of software solutions in the areas of Chip Resource Manager, Graphics, Video, 2D and 3D graphics under OpenGL and DirectX, ISP, driver stacks for Windows and Linux OS. We are looking for Interns who are passionate about working at the intersection of leading-edge graphics, multimedia and operating system software.

What you'll be doing

- Principles of hardware operation: CPU and memory architecture, buses and interconnects
- Operating System fundamentals: multi-processing and scheduling, memory management, privilege modes, file systems and device drivers
- Algorithms and data structures
- Principles of parallel computing
- C and/or C++ programming languages
- Python / PERL knowledge is preferred

What we need to see

- Strong academic background
- Pursuing B.Tech in Computer Science or E&C
- Good understanding of programming languages and processor architecture
- Good understanding of Operating System Fundamentals.
- Knowledge of Linux kernel is a plus
- Strong C/C++ programming skills
- Knowledge of scripting (Perl or python) is a plus
- Candidates should have a solid background in Operating System, Algorithm development
- Knowledge on Object-oriented programming is highly a plus in C / C++ Or Java
- Aptitude in innovative and optimal designs

Ways to stand out from the crowd

- Exposure to Digital Systems, Computer Architecture, Computer Arithmetic, Software Engg., C & C++ programming languages, assembly language programming, system level integration & system level programming is preferred.
- Good communications skills and ability and desire to work as a team player are a must.