

## **System Software Engineering Intern – JD**

**Do you have a passion for computing using new age technologies?**

**Do you want to work on leading-edge problems alongside some of the best & brightest in the world?**

**Do you like working in a dynamic working environment that involves creative problem solving and thinking on your feet?**

**We are in the lookout for the brightest young technologists of our generation to do their life's best work at NVIDIA.**

**We are hiring for our 6-month Jul-Dec Fall Internship Program across positions in our Software group.**

As a System 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 M. tech/BTech 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.



NVIDIA is widely considered to be one of world's most desirable employers. We have some of the most brilliant and talented people in the world working for us. If you're creative and passionate about new technology, then this is the place for you!

We are an equal opportunity employer and value diversity at our company. We do not discriminate on the basis of race, religion, color, national origin, gender, sexual orientation, age, marital status, veteran status, or disability status.