

Hello,

I am looking at extending my work horizons and found a few open positions at AheadComputing which align with my interests. To that end I wanted to connect with the hiring team to discuss more on the opportunities. I was particularly interested in the role:

Senior CPU Microarchitecture & Logic Design Engineer, Memory Execution

I am currently based in San Jose, California and work as aMemory Management Unit design lead for a RISC V processor. I have previously worked as a RTL designengineer for interconnects, cache coherency manager, working with ARM protocols at Intel and GPU Silicon Design engineer at AMD on thetexture pipeline.I have attachedmy resume for your reference.

Over the years, I have developed sound knowledge of core computer micro-architecture along with GPU Texture architecture. Given my experience of working as a RTL design engineer and a micro-architect, I am comfortable with working in Verilog and have had good experience with C++ and Perl.

Thank you for your time and consideration. I look forward to hearing from you.

Regards,

Vishal

Hello,

I am looking at extending my work horizons and found a few open positions at AheadComputing which align with my interests. To that end I wanted to connect with the hiring team to discuss more on the opportunities.

I am currently based in San Jose, California and work as aMemory Management Unit design lead for a RISC V processor. I have previously worked as a RTL designengineer for interconnects, cache coherency manager, working with ARM protocols at Intel and GPU Silicon Design engineer at AMD on thetexture pipeline.I have attachedmy resume for your reference.

Over the years, I have developed sound knowledge of core computer micro-architecture along with GPU Texture architecture. Given my experience of working as a RTL design engineer and a

micro-architect, I am comfortable with working in Verilog and have had good experience with C++ and Perl.

Thank you for your time and consideration. I look forward to hearing from you.

Regards,

Vishal