The CDC in its efforts to help students prepare better for the placement process would like to hear your views on different relevant aspects. Would you be willing to spare 2 minutes of your time to fill this form.
This survey is completely optional. That being said, the results of the survey will have an impact on how CDC helps students prepare in future years. If you do choose to fill it, we would urge you to be honest in your answers, after reading, weighing and analysing all options. We promise it won't take more than 2 minutes of your time. Your identity will not be revealed publicly.

- ○ Yes
- ○ No

View applied Resume

Company : NVIDIA

Job Profile

Form Type	Stipend per month	Additional Criteria	CGPA Cut-off
INTERNSHIP	50000 INR [50,000 per month + accommodation + to and fro travel]		0.0

Job Description

GPU ARCHITECTURE TEAM GPU architecture team is engaged in the development of industry leading high performance and power efficient GPUs. Specific areas include architecture modeling, analysis and performance verification. The team works on GPUs across all application domains such as gaming for PC and mobile devices, professional graphics & visualization and high-performance computation. Skills you will use/develop: • C++ modeling, test development • RTL design, debug • ASIC design & verification tools, methodologies • Computer architecture, Graphics, GPU micro-architecture, parallel computing • Performance evaluation, analysis and debug • Perl/Python scripting Areas you will be working on: COMPUTER ARCHITECTURE; MEMORY SYSTEMS ARCHITECTURE, COMPILER ARCHITECTURE/ PERFORMANCE MODELING GPU ASIC DESIGN / VERIFICATION TEAM Today NVIDIA’s GPUs simulate human intelligence, running deep learning algorithms and acting as the brain of super computers, robots, and self-driving cars that can perceive and understand the world We are seeking a passionate, innovative, and highly motivated senior verification engineer to join us in the development of the next generation of PCI Express controllers used in NVIDIA's GPUs and SOCs In this position, you will be responsible for verification of the ASIC design, architecture and micro architecture using advanced verification methodologies You are expected to understand the design and implementation, define the verification scope, develop the verification infrastructure and verify the correctness of the design You will be working with architects, designers, pre and post silicon verification teams to accomplish your tasks What you’ll be doing • Develop test plans, tests and verification infrastructure for PCIE at IP/sub system/SOC level • Create verification environment using UVM methodology • Create reusable bus functional models, monitors, checkers and scoreboards • Drive functional coverage driven verification closure • Work with architects, designers and post silicon teams Ways to stand out from the crowd • Good knowledge of PCIE protocol Gen 3 and above • Good debugging and problem-solving skills • Good communication skills and ability desire to work as a team player TEGRA SOC DESIGN & VERIFICATION Tegra ASIC team (Design Verification) As a Hardware Engineer at NVIDIA you will design and implement the industry's leading Graphics, Video and Mobile Communications Processors. Specific areas include 2D and 3D graphics, mpeg, video, audio, network protocols, high-speed IO interfaces and bus protocols, and memory subsystem design. You will be responsible for Architecture and micro-architecture design of the ASICs, RTL design and synthesis, Logic and Timing verification using leading edge CAD tools and Semiconductor process technologies Areas you will be working on: • ASIC, RTL, DESIGN AND VERIFICATION OF PROCESSORS • Low Power verification • Power Estimation and Modeling • PCIe Design verification • Functional / Formal verification CPU VERIFICATION TEAM As a design and verification/validation engineer in the ARM CPU team, you will be working on the next generation of 64bit ARM CPUs and SOCs. As part of this assignment the intern will get a chance to learn about computer architecture at a very granular level, System Verilog, Design Verification, SOC Verification, Verification methodologies and C/C++ programming. The intern also will get an opportunity to get familiar with industry standard tools in verification and validation. During the course of the internship, the intern will contribute to building test benches, developing architectural simulators, modifying random instruction generators and creating stimulus for verification and validation of different units of the CPU and SOC. Areas you will be working on • Computer Architecture • Digital Design and Programming in C/C++/Perl • ARM, CPU Design and Verification/ Validation CGPA Criteria 9.00+

Selection Process

Online/Offline test (Max 30 mins)

Allowed Departments and degrees

COMPUTER SCIENCE AND ENGINEERING

B.TECH --- COMPUTER SCIENCE & ENGG. (B.TECH 4Y)

DUAL DEGREE --- COMPUTER SCIENCE & ENGG. (M.TECH DUAL 5Y)

ELECTRICAL ENGINEERING

B.TECH --- ELECTRICAL ENGG. (B.TECH 4Y)

B.TECH --- INSTRUMENTATION ENGG. (B.TECH 4Y)

DUAL DEGREE --- ELECT.ENGG. CONTROL SYSTEM ENGG.(M.TECH DUAL 5Y)

DUAL DEGREE --- ELECT.ENGG. DUAL DEGREE IN ANY SPL.(M.TECH DUAL 5Y)

DUAL DEGREE --- ELECT.ENGG. INSTRUMENTATION AND SIGNAL PROCESSING ENGG.(M.TECH DUAL 5Y)

DUAL DEGREE --- ELECT.ENGG. MACH. DRIVES & POWER ELECT.(M.TECH DUAL 5Y)

DUAL DEGREE --- INSTRUMENTATION AND SIGNAL PROCESSING ENGINEERING(M.TECH DUAL 5Y)

DUAL DEGREE --- INSTRUMENTATION ENGINEERING/CONTROL SYSTEM ENGINEERING(M.TECH DUAL 5Y)

ELECTRONICS AND ELECTRICAL COMMUNICATION ENGG.

B.TECH --- ELECTRONICS & ELEC. COMM.ENGG. (B.TECH 4Y)

DUAL DEGREE --- ELECT.&ELEC.COM.ENGG.DUAL DEGREE IN ANY SPL.(M.TECH DUAL5Y)

DUAL DEGREE --- ELECT.&ELEC.COM.ENGG.MICROELECTRONICS & VLSI DES.(M.TECH DUAL5Y)

DUAL DEGREE --- ELECT.&ELEC.COM.ENGG.TELECOMM SYSTEM ENGG.(M.TECH DUAL5Y)

DUAL DEGREE --- ELECT.&ELEC.COM.ENGG.VISUAL INFORMN. & EMBEDDED SYS.(M.TECH DUAL5Y)