



## Letter of Recommendation

To whom it may concern

September 30, 2019

Mr. Stefanos Kornilios Mitsis Poiitidis, born on 12<sup>th</sup> March 1988, joined NVIDIA Switzerland AG on October 19, 2015 as a Senior Game Emulation Developer, and has worked at our company until 30<sup>th</sup> September 2019. In his function Mr. Poiitidis was responsible for being an individual contributor in our Content and Technology team. His work included development of emulation technology related to bringing several Nintendo titles to the NVIDIA Shield platform. He was also involved in the creation of server software infrastructure tools to quickly deploy GPU accelerated virtual machines to internal teams

NVIDIA's invention of the GPU in 1999 sparked the growth of the PC gaming market, redefined modern computer graphics, and revolutionized parallel computing. More recently, GPU deep learning ignited modern Artificial Intelligence -- the next era of computing -- with the GPU acting as the brain of computers, robots and self-driving cars that can perceive and understand the world. Today, NVIDIA is increasingly known as "the AI computing company." For more information about NVIDIA, visit <http://www.nvidia.com>.

Mr. Poiitidis has a comprehensive expert knowledge which he used in a targeted way in his day to day work. Some examples of the Mr. Poiitidis' professional skills are:

- Expertise in JIT compilation
  - Mr. Poiitidis was one of the main architects of a system for analysing machine code, breaking it down into basic blocks, and dynamically translating it to other architectures we were targeting.
  - His expertise in machine code level optimization as well as overall emulation system architecture was vital for our ability to meet the 60fps performance requirements of our work
  - His understanding of timing in emulation systems was also crucial for our work – he led the work required to handle synchronization between emulated and host time domains, and made key optimizations related to proper handling of audio data under highly performance constrained scenarios.
- A passion for helping improve developer productivity
  - From the beginning of his work at NVIDIA Stefanos was passionate about pushing for the adoption of better developer tools to facilitate productivity. He was an early advocate of the adoption of the git source control system for our emulation work, and of ensuring that we had strong testing and code review procedures in place.
  - During his work on virtualization systems, he explored the technology required to allow us to offer developers GPU enabled virtual machines – converting his own desktop into a VM server to start with, and later helping organize the deployment of additional hardware and software infrastructure to quickly initialize new VMs and make them available to developers in seconds.



Mr. Poiitidis carried out his tasks with diligence and was greatly absorbed by his work. He delivered qualitatively excellent results. Mr. Poiitidis had good language skills, was very communicative, and had a lot of interesting stories to tell. Mr. Poiitidis is someone who will never shy away from taking the initiative. Indeed, Mr. Poiitidis has generally made an effort to satisfy our requirements in all matters.

We take this opportunity to thank Mr. Poiitidis for his contributions and wish him all the best for his personal and professional future.

A handwritten signature in blue ink, appearing to read "S. Mediavilla-Talamelli".

Sonia Mediavilla- Talamelli  
Senior Director of Human Resources EMEA