



Invent the Future with Us.

Your Future Starts Here

NVIDIA pioneered accelerated computing to tackle challenges no one else can solve. Our work in AI and digital twins is transforming the world's largest industries and profoundly impacting society — from gaming to robotics, self-driving cars to life-saving healthcare, climate change to virtual worlds where we can all connect and create.

Find Your Perfect Fit

There are endless opportunities at NVIDIA, and you have the freedom to explore them all. It is all about landing where you are the most valued, challenged, and inspired in your work.

Below are general hiring areas for NVIDIA. Check out where your skills fit and search for your area of interest at www.nvidia.com/university.

Hardware

ASIC Design

- > Digital Systems, Digital Design, VLSI Design, RTL Design, Chip Blueprint, Power and Performance Optimization, Testbench Creation
- > Computer Architecture, Computer Arithmetic, Object-Oriented Programming, Functional Coverage, CMOS Transistors, Circuits, System-on-Chip (SoC), SRAM Design

Programming Skills & Technologies: SystemVerilog, Verilog, VHDL, UVM, Perl, TCL, C, C++, Linux, Testbench Tools

Verification

- > Digital Systems, Digital Design, VLSI Design or Real-Time Logic (RTL) Design, Testbench Creation
- > Random functional testing, writing test plans, directed/random diagnostics, simulation tools (such as Verdi)
- > CPU and GPU Architecture, Computer Architecture, Software Infrastructure (for validation of hardware architecture)

Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, UVM, Perl, Python, TCL, C, C++, Linux

Physical Design/VLSI

- > Synthesis, Static Timing Analysis, Clock/Power Distribution and Analysis, RC Extraction and Correlation, Place and Route, Circuit Design, Verification
- > VLSI, Computer Architecture, Digital/Micro Electronics, Mixed-Signal Design, Digital Design, Logic Design
- > CAD and Physical Design Methodologies (flow and tools development), as well as implementation

Programming Skills & Technologies: Perl, C, C++, TCL, Linux, Scheme, Python, SKILL, Make, ICC2, Design Compiler, PrimeTime (Synopsys, First Encounter), Innovus, Virtuoso (Cadence)

Mixed Signal Design

- > Strong foundation in analog and digital fundamentals, circuit design, ADC/DAC architectures, high-speed serial interfaces (e.g., PLL, bandgap), CMOS and FinFET semiconductor technologies, and VLSI systems
- > Analog and Digital Simulation (AC/DC/transient, noise, loop stability, Monte Carlo), RTL Synthesis, Design Rule Checks, Power Analysis, and Electrical Reliability Evaluation

Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, Python, Perl, SPICE/HSPICE, Simulink, Cadence Virtuoso

Digital Circuit Design

- > Digital Circuit Design and Device Fundamentals, Place and Route Design Tools, Datapath Tiling Techniques, Simulation Tools (SPICE, HSPICE), Digital Design (RTL, Verilog)
- > Semiconductor (CMOS, FinFET), Automation Methods, Power Distribution, Power Management Circuits/Solutions, EDA Tools (Synopsys, Cadence, etc.)
- > Circuit Design, Advanced Digital Systems, Operating Systems, Object-Oriented Programming

Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, Perl, Python, SPICE, HSPICE, CMOS, FinFET

Architecture

Computer Architecture

- > Computer Architecture experience in one or more of these focus areas: Computer Graphics, Deep Learning, Ray Tracing, Parallel Programming, Memory Architecture, or High-Performance Computing Systems
- > Digital Systems, VLSI Design, GPU or CPU Architecture, Computer Arithmetic, CMOS Transistors and Circuits, Computer Organization, Computer System Design
- > Hardware Control Programming, GPU Acceleration, Parallel Processing (CUDA), High-Performance Computing (HPC), Embedded Systems

Programming Skills & Technologies: Verilog, SystemVerilog, VHDL, CUDA, Linux, C, C++, Perl

Deep Learning Computer Architecture

- > Computer Architecture experience in one or more of these focus areas: GPU Architecture, CPU Architecture, Deep Learning, GPU Computing, Parallel Programming, or High-Performance Computing Systems
- > GPU Computing (CUDA, OpenCL, OpenACC), GPU Memory Systems, Deep Learning Frameworks (PyTorch, TensorFlow, Keras, Caffe), HPC (MPI, OpenMP)
- > Modelling/Performance Analysis, Parallel Processing, Neural Network Architectures, GPU Acceleration, Deep Learning Neural Networks, Compiler Programming

Programming Skills & Technologies: C, C++, Perl, CUDA, OpenCL, Python, PyTorch, TensorFlow, TensorRT, Linux

NVIDIA Projects: [AI Inference](#)

Systems Software

Systems Software

- > Operating Systems (Threads, Process Control, Memory/Resource Management, Virtual Memory), Data Structures & Algorithms (time/space complexity), Computer Networking (TCP/IP, OSI Model, Sockets)
- > Multithreaded Debugging, Linux Kernel Development, RTOS Development on Embedded Platforms, Low-Level Programming

Programming Skills & Technologies: C, C++, Embedded C, Linux Kernel

Graphics Systems Software

- > Computer Architecture, Operating Systems, Computer Graphics, Real-Time Systems Development, Device Driver Programming, Game Console Middleware or other Low-Level Library Development Building Cloud and On-Premise Infrastructure for back-end analytics
- > 3D/2D Graphics Theory, Implementation & Optimizations, Simulation or Emulation experience (writing & debugging tests), Rendering, APIs (Vulkan, OpenGL, OpenCL)

Programming Skills & Technologies: C, C++, Linux, Graphics (2D, 3D, Render, Shaders), GPU Programming, CUDA, x86, ARM CPU, DirectX3D

Compiler

- > Operating Systems Compiler, Compiler Construction, Advanced Algorithms and Data Structures, Computer Architecture, Compiler Development, Open Source Programming, High-Performance Computing (HPC), Automation Tools (XLA, TVM, Halide), Open Source Tools (CLANG, LLVM, gcc)

Programming Skills & Technologies: C, C++, CUDA, Shaders, LLVM, OpenACC, OpenMP, Linux, GPU and CPU Programming

NVIDIA Projects: [NVIDIA HPC Compilers](#)

Firmware & Embedded Software

- > Operating Systems (Threads, Process Control, Memory/Resource Management, Virtual Memory), Embedded Systems Development (Processors, Firmware, Input/Output Devices and Memory), Real-Time Performance, Low-Level Development
- > Data Structures & Algorithms, Computer Architecture, Computer Systems Software, Linux Kernel Development, Multi-Threaded or Multi-Process Programming, RTOS on Embedded Platforms

Programming Skills & Technologies: C, C++, Linux Kernel, CUDA, Perl, Bash/Shell Scripting, TensorFlow, RTOS

NVIDIA Projects: [GPU Programming for HPC](#)

Software Security

- > Operating Systems, Data Structures & Algorithms, Computer Networking (TCP/IP, OSI Model, Sockets), Network Security, Cryptography, Computer Systems Architecture, Microcontroller and Microprocessor Fundamentals (Caches, Buses, Memory Controllers, DMA, etc.)
- > Formal Verification Tools (Spark, Frama-C), Automated Security Testing & Fuzzing Tools (AFL, libFuzzer), Data Processing (Kibana, Grafana), CI/CD (Jenkins)

Programming Skills & Technologies: C, C++, Linux, GPU, CPU, Python

Software

Development Tools

- > Linear Algebra & Numerical Methods, Operating Systems (Memory/Resource Management), Scheduling and Process Control, Hardware Virtualization
- Programming Skills & Technologies:** Java, Python, Testing Methodologies (Jenkins), GUI Technologies (AngularJS, Web Services, SOAP/REST), Relational Databases (MySQL, NoSQL, Elastic Search, MongoDB, HBase), Systems Administration (Windows, Linux)
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Cloud

- > Distributed Systems, Data Structures & Algorithms, Virtualization, Automation/Scripting, Container & Cluster Management, Debugging, Container Tools (Docker/Containers, Kubernetes), Infrastructure Platforms (AWS, Azure, GCP)
- Programming Skills & Technologies:** Java, Go, Linux, Python, C++, SPARK, RAPIDS, REST API, CI/CD (Jenkins)
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Tools Infrastructure

- > Operating Systems, Distributed Systems, Micro-Services Architecture, Logic, Simulation, GPU Development (modeling, analyzing, and debugging GPU hardware for performance)
 - > Chip Design, Validation, and Workflow - software design and validation for chips to support hardware
 - > Metrics, Process Management, and Compute Infrastructure - distributed/scalable applications to enable the chip design process
- Programming Skills & Technologies:** Java, JavaScript, C++, CUDA, OOP, Go, Python, Linux, Unix/Shell Scripting, Graphics & GPU APIs (Vulkan, DirectX, OpenGL, CUDA, OpenCL), Data Processing Tools (ElasticSearch, Kibana, Grafana, MongoDB), CI/CD (Jenkins)
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Machine Learning Operations

- > Deep Learning, GPU Computing, Accelerated Computing, Validation Frameworks for Deep Learning, Deep Learning Frameworks and Libraries (NumPy, SciPy, cuBLAS, cuDNN), Infrastructure for Back-End Analytics
 - > Data Preprocessing, Training Acceleration (CUDA, cuDNN, NCCL), Convolution Operations (cuDNN), Real-Time Inference (TensorRT)
- Programming Skills & Technologies:** C, C++, CUDA, Python, PyTorch, TensorFlow, TensorRT
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Autonomous Vehicles and Robotics

Autonomous Vehicles

- > Computer Vision, Mapping, Localization, SLAM, Image Processing, Segmentation

Programming Skills & Technologies: C, C++, CUDA, Python, Linux, Sensor Input Devices (LiDAR, cameras, radars), Training Frameworks (TensorFlow, Keras, PyTorch)

NVIDIA Projects: [DRIVE](#)

Robotics

- > Robotics, Autonomous Vehicles, Validation Frameworks for Deep Learning, Operating Systems and Data Structures (Threads, Processes, Memory, Synchronization), Physics Simulation, Simulators, Computer Graphics, Version Control, Computer Vision

Programming Skills & Technologies: C, C++, CUDA, ROS, Python, OpenGL, Linux

NVIDIA Projects: [Isaac](#), [Cosmos](#), [Omniverse](#)

Deep Learning

Deep Learning Applications & Algorithms

- > Deep Neural Networks, Linear Algebra, Numerical Methods and/or Computer Vision, Software Design, Computer Memory (Disk, Memory, Caches), CPU and GPU Architectures, Networking, Numeric Libraries, Embedded System Design and Development, Drivers, Real-Time Software

Programming Skills & Technologies: C, C++, CUDA, Python, Linux, Deep Learning Frameworks (PyTorch, TensorFlow)

NVIDIA Projects: [Riva](#) (Conversational AI), [Metropolis](#) (Smart Cities), and more

Deep Learning Frameworks & Libraries

- > Computer Architecture (CPUs, GPUs, FPGAs or other accelerators), GPU Programming Models, Performance-Oriented Parallel Programming, Optimizing for High-Performance Computing (HPC), Algorithms, Numerical Methods
- > Building underlying frameworks and libraries that accelerate Deep Learning on GPUs

Programming Skills & Technologies: C, C++, CUDA, TensorRT, Python, Linux, Docker Containers, CPU, GPU, FPGA

NVIDIA Projects: [Deep Learning Frameworks](#), [TensorRT](#), [cuDNN](#)

Research

Research (PhD Required)

- > PhD candidacy in Electrical Engineering, Computer Science, Computer Engineering, Mechanical Engineering, Robotics, Generative AI, or a related technical discipline
- > Research Application Areas: Generative AI, Robotics, Computer Vision, Efficient Deep Learning, Large Language Models, Simulation, Graphics, Autonomous Vehicles, Parallel Programming Systems, Computer Architecture, Circuits, VLSI Design, and more

Programming Skills & Technologies: C, C++, CUDA, Python, PyTorch, TensorFlow

[Check out Research Areas here](#)

Applied Research (BS, MS, PhD)

- > Applied Research Areas: Deep Learning Theory and Applications to Natural Language Processing (NLP), Computer Vision, Graphics, Speech, Reinforcement Learning, or another relevant domain

Programming Skills & Technologies: C, C++, PyTorch, TensorFlow

Business Operations

Business Operations (MBA)

- > Product Management, Marketing, Finance, and Operations across multiple teams

What We Do

Autonomous Machines	Gaming and Entertainment
Cloud and Data Center	Healthcare
Deep Learning and Artificial Intelligence	High-Performance Computing
Design and Pro Visualization	Self-Driving Cars

Where We Work

- | | | | |
|-----------------------|-----------------|----------------------|-------------------|
| > Austin, TX | > Durham, NC | > Madison, AL | > Santa Clara, CA |
| > Boulder, CO | > Herndon, VA | > New York, NY | > Seattle, WA |
| > Champaign, IL | > Hillsboro, OR | > Redmond, WA | > St. Louis, MO |
| > Charlottesville, VA | > Holmdel, NJ | > Salt Lake City, UT | > Toronto, Canada |
| | | | > Westford, MA |

A Truly Inclusive Culture

Everyone is welcome. Every background offers a new perspective that can only help us grow smarter and better.

Everyone has a voice. Great ideas drive us, no matter who or where they come from.

Early Talent Programs

Internships

Whether you're pursuing a BS, MS, PhD, or MBA, we have year-round internships available—for a minimum of 12 weeks—with great benefits.

NVIDIA Intern, Ignite, and MBA programs make this a great place to kickstart your journey and take part in meaningful work, making an impact on the next generation of innovation. You'll make a difference on real projects, working side by side with some of the industry's brightest minds, and gain hands-on experience with never-before-seen technologies and developments.

New College Graduate (NCG)

Our NCG program gives you the opportunity to influence areas ranging from high-performance computing and graphics to edge computing, networking, and autonomous machines. We provide great benefits that include ESPP, tuition reimbursement, continuous learning and development programs, paid time off, and more.

How to Apply

1. Explore University Opportunities. Check out our general hiring areas above to see where your skills and interests may fit. Search for your area of interest at www.nvidia.com/university and submit a resume!
2. Get Noticed. Make sure your resume aligns with the area you're interested in. For our technical and engineering opportunities, our teams like to see your technical and programming skills through past internships, relevant coursework, and cool projects.
3. Stay Connected. Once your resume has been submitted, we have a dedicated team to review profiles who can help match your skills to areas of interest and/or direct openings.
4. We have new roles opening through-out the season. If there's a fit, our recruiting team will reach out with next steps.
5. In the meantime, follow us on [LinkedIn](#), [Instagram](#) and [NVIDIA Blog](#) to stay connected!

Ready to Get Started?

For more, visit www.nvidia.com/university

