

# Byte

<https://www.byte.eco/job/23994/>

## Senior Solutions Architect Enterprise Grace CPU

### Description

We are now looking for an Grace Enterprise Solution Architect! NVIDIA is the engine of modern artificial intelligence and Generative AI, the biggest technology breakthrough of our time. We're on a mission to make AI accessible to all, and we're seeking a passionate Solution Architect to join our cause. As part of our team, you'll dive deep into NVIDIA's Enterprise Platform architecture, the Grace CPUs, all forms of GPUs, NVIDIA-developed networking, and how to put it all together to work with our customers and partners to build something incredible. Your expertise will be crucial in enabling our OEM, CSP and Enterprise partners, ensuring NVIDIA is seamlessly integrated to optimize AI solutions. What you'll be doing: Our day-to-day work involves guiding partners and customers in their adoption of systems and software solutions who are keen to build data centers and HPC infrastructure using NVIDIA's compute, networking, and software stacks. Don't think this is a high-level slideshow job – we are the voice of experience, optimizing code and applications on ARM CPUs, using Kubernetes, SaaS, infrastructure-as-code tools, network debugging, and problem solving skills to assist our customers in building modern AI factories. We also excel at sharing knowledge with others, whether it's delivering demos, assisting with proof-of-concepts, or writing papers and developer blogs. By collaborating with executives and engineering, we solve complex problems and help bring NVIDIA's premiere technologies to life in the cloud and in the datacenter. Our mission is to solve the problems that nobody else has solved yet, and we need someone to be an instrumental part of that! Interact with customers and advise on developing software with reliability and performance on ARM and GPU-accelerated servers and workstations. Stay updated on the latest NVIDIA ARM architecture, GPU technologies, and GPU programming techniques to incorporate best practices into software development processes. Develop customer training materials, including user guides, technical documentation, tutorials, and hands-on exercises, to support field engineers and customers in deploying and utilizing NVIDIA ARM solutions. Review customer developed solutions (SW, system architectures, cluster architectures) for ARM-based systems with discrete GPU support, spot areas of improvements and consult with customers and partners on those improvements. What we need to see: Bachelor's degree in Computer Science, Engineering, or related field (or equivalent experience). Master's degree preferred. 5+ years of experience in customer support or engineering support for server CPU, software and Linux operating systems. Familiarity with GPU architectures and parallel computing concepts. Experience with software development and debugging tools for ARM. Strong problem-solving skills and attention to detail. Excellent communication and teamwork skills. Ways to stand out from the crowd: Good understanding of System Software development under Linux, ARM architecture, strong C/C++ programming skills, and experience with formal methods. Experience with GPU programming languages such as CUDA or OpenCL. Fortran and MPI experience and/or working with the EC2 stack. The base salary range is 148,000 USD – 276,000 USD. Your base salary will be determined based on your location, experience, and the pay of employees in similar positions. You will also be eligible for equity and benefits. NVIDIA accepts applications on an ongoing basis. NVIDIA is committed to fostering a diverse work environment and proud to be an equal opportunity employer. As we highly value diversity in our current and future employees, we do not discriminate (including in our hiring and promotion practices) on the basis of race, religion, color, national origin, gender, gender expression, sexual orientation, age, marital status, veteran status, disability status or any other characteristic protected by law. NVIDIA is a Learning Machine. NVIDIA pioneered

### Hiring organization

2100 NVIDIA USA

### Job Location

US, CA, Santa Clara

### Base Salary

\$ 62500 - \$ 117500

### Date posted

June 12, 2024

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accelerated computing to tackle challenges no one else can solve. Our work in AI and the metaverse is transforming the world's largest industries and profoundly impacting society. Learn more about NVIDIA. Please mention the word **\*\*OVERTAKE\*\*** and tag RMTguMjM3LjlwNC4xMTE= when applying to show you read the job post completely (#RMTguMjM3LjlwNC4xMTE=). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

## **Contacts**

Job listing via [RemoteOK.com](https://www.RemoteOK.com)