



# Tech Talk: Careers in AI Hardware

University of Michigan

NVIDIA's invention of the GPU in 1999 sparked the growth of the PC gaming market, redefined computer graphics, ignited the era of modern AI, and is fueling the creation of the metaverse. Come explore the future of AI computing through engaging conversations with engineers as they discuss the impactful work that they do, the challenges they face, and the skills it takes to join us.

The University Recruiting team will provide information about NVIDIA's culture, resources, and potential internship and full-time opportunities to current enrolled students.

<b>When</b>	Wednesday   February 7, 2024   5:30 – 6:30 p.m. EST	
<b>Where</b>	<b>Join us on MS Teams</b> For students who register, a link to join will be emailed to you on the day of the event.	
<b>Register</b>	<b><a href="#">Register here</a></b> This event is intended for current students, faculty, and staff at the University of Michigan so please use your school email address to register.	
<b>Speakers</b>	<b>Shruti Dhingra</b> Principal Hardware Engineer (ASIC Design) Video Decoder IP Team NVIDIA	<b>Srinidhi Krishnan</b> Memory Systems Architect GPU Architecture NVIDIA

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