



Solutions Architect, Omniverse

international company, flexible

Job Information

Hiring Company

NVIDIA GK

Subsidiary

Nvidia

Job ID

1462779

Division

Sales

Industry

Other (IT, Internet, Gaming)

Company Type

Large Company (more than 300 employees) - International Company

Job Type

Permanent Full-time

Location

Tokyo - 23 Wards

Salary

11 million yen ~ 20 million yen

Refreshed

May 9th, 2024 02:00

General Requirements

Minimum Experience Level

Over 3 years

Career Level

Mid Career

Minimum English Level

Business Level (Amount Used: English usage about 50%)

Minimum Japanese Level

Fluent

Minimum Education Level

Bachelor's Degree

Visa Status

Permission to work in Japan required

Job Description

NVIDIA is the world leader in computer graphics, artificial intelligence, and accelerated computing, and is looking for developers like you to help customers design, build and deploy Enterprise Digital Twin Simulations using our newest development platform called NVIDIA Omniverse.

NVIDIA Omniverse is built around open source standards like Pixar's OpenUSD (Open Universal Scene Description), MDL (Material Definition Language), and PhysX (scalable multi-platform physics solution) and has multi-user and application collaboration at its heart. We believe that everything autonomous will be first visualized and simulated, and with Omniverse, we are on a journey to build AI enabled and AI enabling digital twins. Doing what's never been done before takes vision, innovation, and the world's best talent. At NVIDIA, you will be immersed in a diverse, supportive environment where everyone is inspired to do their best work. Come join the team and see how you can make a lasting impact on the world.

What you'll be doing:

- Help customers scope and get started with their Digital Twin journeys on Omniverse, including data aggregation, design and collaboration, synthetic data generation and simulation pipelines
- Lead technical sales activities of Omniverse customers with focus on hybrid deployments between cloud and on-prem
- Deliver hybrid cloud architectures for data pipelines, storage, security and user streaming connectivity
- Providing expertise in infrastructure workflows
- Develop and demonstrate 3D and AI workflows based on NVIDIA Omniverse
- Work directly with key customers, particularly in the areas of Automotive, Manufacturing and Logistics, to understand their workflows and share feedback with internal teams
- Understand different solutions trade-offs and propose enterprise customers the best architecture and technical execution

Required Skills**What we need to see:**

- An extraordinary passion for pioneering infrastructure architectures that combine computer-graphics, simulation, and deep learning
- Expertise with infrastructure management including Linux, Kubernetes, Ethernet networking, Cloud configuration
- Familiarity with Linux and Windows operating systems, Cloud native APIs as well as VMware vSphere or KVM
- Python or C/C++ programming experience
- 5+ years of meaningful work experience, ideally in an engineering and manufacturing production related field of expertise
- Bachelor's degree in Electrical Engineering, Manufacturing Engineering, Mechanical Engineering, or Computer Science
- Ability to work independently with a local and remote teams with minimal supervision
- Outstanding communication skills in both Japanese and English and be an excellent teammate!

Ways to stand out from the crowd:

- Background with on-prem infrastructure architecture and cloud deployments
- Experience with Omniverse, Unreal Engine, Unity and Pixar's OpenUSD
- Background with computer vision, synthetic data generation, AI concepts and tooling
- Experience developing and deploying solutions in hybrid and/or cloud environments

Company Description