Gabriele Gorla <gorlik@yahoo.com>

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OBJECTIVE

Managerial position in systems or application engineering in a growing company. Enjoy fast paced environment, travel and customer contact. Willing to relocate.

SKILLS

PCB design (Cadence concept and allegro), PCB and ASIC bring up and debugging, technical writing, single and multiphase DC-DC converters, DDR1/2/3, GDDR3/GDDR5, PCIe, DisplayPort, PCI, AGP, TMDS/HDMI, LVDS, C, C++, Dos/Windows, Linux, OpenGL, 8 and 32-b microcontrollers, Cadence VLSI design (Virtuoso and Spectra), spice, matlab, LaTeX.

WORK EXPERIENCE

NVIDIA Corp., Santa Clara, CA *2011-present*
Sr. Engineering Manager, GPU Workstation Engineering

- Manage workstation GPU product development team in US and Asia
- Responsible for entire product lifecycle including definition, design, validation, manufacturing and RMA
- Support sales and marketing teams on both pre and post sales activities

NVIDIA Corp., Santa Clara, CA *2009-2010*
Sr. System Architect, GPU Desktop Engineering

- Managed design of several desktop PCI-e add in cards cost reduction projects
- Negotiated manufacturing and suppliers requirement with customers
- Supported CEM partners during validation, initial ramp and volume production
- Developed standards to allow re-use of voltage regulators, coolers and PCB stackups
- Developed processes to avoid single source components on all high volume designs
- Led company effort to standardize DC-DC regulator design for all GPU segments (from 3A to 200A)
- Managed technical relationship with vendors for all power conversion components
- Led system level development of next generation high end GPU including package design, PCB stackup, power delivery, power conversion and signal integrity

NVIDIA Corp., Santa Clara, CA *2007-2008*
System Architect, GPU Notebook Engineering

- Led development of the MXM version 3.0 industry standard specification (http://www.mxm-sig.org)
- Managed the design teams for all first generation MXM version 3.0 modules
- Negotiated with customers and competitors features/requirements for both module and system
- Developed relationship with vendors to establish a component ecosystem to support the specification
- Negotiated design rules with SI team to better fit to low cost, high volume manufacturing

NVIDIA Corp., Santa Clara, CA *2005-2007*
Sr. System Design Engineer, GPU Notebook Engineering

- Led notebook GPU system engineering team
- Main author of notebook GPU design guide and several application notes
- Main author of notebook and desktop graphics memory performance tuning and validation procedures
- Ultimate escalation for customer support, resolved several release critical issues for tier 1 customers
- Hardware support lead for the entire Lenovo discrete graphics notebook line (R61, T61 and T61p)
- Frequent travel to Asia to improve customer relationship, train local employees and resolve critical bugs
- Worked with voltage regulator vendors to resolve issues and define future products
- Contributed to GPU ballmap and package design
- Supported internal engineering for notebook GPUs issues from pre tape-out to production
- Worked with memory vendors to resolve issues and provide support during validation

NVIDIA Corp., Santa Clara, CA *2003-2004*
Sr. Applications Engineer, Notebook GPU

- Led Bringup and characterization team for notebook version of GeForce FX 5600, 6200, 6600 and 7200
- Mentored AEs in difficult customer support issues, train FAE and customers in US and overseas
- Supported marketing/sales in aggressive board and chip sampling schedules
- Designed GeForce FX 5200/5600 (AGP), GeForce PCX and 7200 (PCI-e) notebook reference boards
- Developed models for GPU power dissipation and performance/watt estimation
- Developed processes for power consumption characterization adopted by the entire company
- Designed thermal control device to improve high temperature characterization of notebook chips
- Developed software for cycle accurate DDR1/2 and GDDR3 timing characterization and debug
- Resolved release critical issues on Dell XPS, Toshiba, LG and Samsung platforms

NVIDIA Corp., Santa Clara, CA *2001-2002*
Applications Engineer, Notebook GPU

- Directly responsible for graphics subsystem of Apple eMac, flat panel iMac and G4 Powerbooks
- Team member for bringup and characterization of GeForce 2 Go and GeForce 4 Go
- Supported integration of NVIDIA GPUs on customers' platforms during the entire design cycle
- Performed schematics and layout reviews, drove issues to closure in a timely manner
- Contributed substantially to the Compaq TC1000 tablet PC project
- Contributed in solving several hardware, software and system level bugs
- Developed software for signal integrity measurements and statistical analysis of clock jitter

EDUCATION

University of Minnesota *1999-2001*
M.S. in Electrical Engineering

- Teaching and research assistantship

The Cooper Union *1997-1999*
B.E. in Electrical Engineering

- Full tuition scholarship. Dean's list.

LANGUAGES

Bilingual English/Italian, beginner Mandarin Chinese