
Gabriele Gorla <gorlik@yahoo.com>

+1(408)242-2420
1031 Clyde Ave #504

Santa Clara, CA 95054

OBJECTIVE

Leadership position in product or system design in a growing company. Enjoy fast paced environment, travel and customer or vendor contact. Willing to relocate.

SKILLS

System architecture, project planning and execution, high speed PCB design, PCB and ASIC bring up and debugging, Design for Cost, Design for Manufacturing, technical writing, multiphase DC-DC converters, DDR1/2/3, GDDR3/GDDR5, PCIe, DisplayPort, PCI, AGP, TMDS/HDMI, LVDS, USB, C, C++, Linux, MacOS, OpenGL, 8-b and 32-b microcontrollers, spice, LaTeX.

WORK EXPERIENCE

NVIDIA Corp., Santa Clara, CA

2011-present

Sr. Engineering Manager, Product Design Engineering

- Manage a team of 30 hardware design and validation engineers in US and Asia
- Lead multi discipline team including mechanical, thermal, RF and industrial design
- Responsible for entire product lifecycle including definition, design, validation, NPI, manufacturing and RMA for several product lines: Quadro (Workstation), Tesla (High Performance Computing), Grid (cloud computing), entry level GeForce (consumer) and selected Tegra based products
- Managed architecture, design, validation and NPI of the Tegra based NVIDIA Shield portable gaming console
- Manage relationship with all critical components vendors
- Support sales and marketing teams on both pre and post sales activities
- Support manufacturing team during ramp and production
- Lead DC-DC conversion efficiency initiative to improve performance/watt in high performance computing environments
- Managed the design of the NVIDIA K20x SXM module for the Cray TITAN supercomputer (Oak Ridge National Lab)
- Managed the re-design of Quadro 600, Quadro 2000, Quadro 4000 and Quadro 5000

NVIDIA Corp., Santa Clara, CA

2009-2010

Sr. System Architect, GPU Desktop Engineering

- Managed design of several desktop PCI-e add-in cards for different market segments (GeForce 8400GS, GT 120, 210, GTX 460, GT 545, GTX 560)
- Led the Design for Cost initiative to reduce BOM cost while maintaining or improving the quality of the end product
- Negotiated manufacturing and suppliers requirement with customers
- Supported CEM partners during validation, initial ramp and volume production
- Developed standards to allow re-use of PCB stackups and critical components across several projects to help supply chain management
- Developed processes to avoid single source components on all high volume designs
- Managed technical relationship with vendors for all critical 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 (9600M GT, 9800M GS, 9800M GTX)
- 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, memory performance tuning and several application notes
- 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
- 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 adopted by the entire company
- Designed thermal control system to improve high temperature characterization of notebook chips
- Developed software for cycle accurate DDR1/2 and GDDR3 timing characterization and debug

NVIDIA Corp., Santa Clara, CA

2001-2002

Applications Engineer, Notebook GPU

- 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
- Supported Apple, Lenovo, HP, Acer and Dell directly and through ODM
- Team member for bringup and characterization of GeForce 2 Go and GeForce 4 Go
- Developed software for signal integrity measurements and statistical analysis of clock jitter

EDUCATION

University of Minnesota

1999-2001

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