Anthony Robinson Velasquez

(516) 871-6883 | avelasquezv72@gmail.com

SUMMARY: I am a hardworking and responsible first-year Computer Engineering major, with the ability to code in c++, as well as having experience in a Robotics competition along with 3 internships during highschool working in marketing, AI, and teachers assistant, seeking an internship in the engineering field.

EDUCATION

The City College of New York

- Location: New York, NY

- GPA: 3.67

Major: Computer Engineering

Relevant coursework: Calc 1, Calc 2, and Writing for Engineering, Intro To computing

Thomas A. Edison High School Date: 2020-2024

Location: New York, NY

- GPA: 95.85

SKILLS/Qualites

• Use DVOM to measure Current, Voltage, and Resistance

- Basic Series, Parallel, and Series-Parallel circuit analysis and wiring
- Google Suite (Docs, Gmail, Slides)
- Bilingual: English, Spanish
- C++ coding, NTX Block Coding
- Basic Architectural Drafting skills
- Responsible
- Hardworking, and Passionate

EXPERIENCE

Drone Cadets, Thomas A. Edison HS— Intern (Thomas A. Edison HS)

Date: July-August 2024

Date: 2024-Present

- Worked for a total of 80 hours
- Teacher assistant for 20 students
- Analyzed broken drones for future student use

Competition: FIRST Robotics Competition. Team #: 640

Task: A team of 25 Students need to build a robot to perform tasks like scoring goals, balancing, and placing objects. 25 Students are split into different teams (Coding, Electrical, and construction)

Worked with the construction team while also helping the coding team.

Daley Smith INC, Remote—Intern (Remote)

Date: February-April 2024

Date: February-April 2023

Date: January-April 2024

- Worked with marketing team for a total of 80 hours
- Helped organize online flyers for social media posting
- Administrated Company Instagram for flyer posting

Wooter Apparel and AGS, Remote – Intern (Remote)

- Worked with Marketing and AI team for a total of 80 hours
- Helped create posters for instagram posting
- Helped fixed Errors made by their Al card grading system

QUALIFICATIONS

- OSHA- Construction Safety and Health Certification (June 2022)
- NOCTI (Robotics) Pre-Engineering/Engineering Certification (June 2024)
- FAA Recreational Drone Certification (June 2024)

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February 26, 2025

NVIDIA

US, CA, Santa Clara

US, Remote

To Whom it may concern,

My name is Anthony Velasquez, I am currently in my second semester as a Computer Engineer major at The City College of New York. I have come across your internship opportunity thanks to a posting in linkedin. I am very interested in this opportunity since NVIDIA is a well known company when it comes to development of systems, as well as upcoming Al innovations.. One of the reasons I am the best fit for this internship is because I am a hardworking, and passionate intern. Also I want to be able to gain the most amount of experience and also learn from others. One last reason is because I have some knowledge when it comes to C++, basic circuit analysis, and experience in the robotics world thanks to a competition that took place during my senior year of highschool.

Furthermore, being hardworking and passionate are my best qualities and make me the right fit for the internship. I have always been a hard worker because I know that every opportunity given to me is something special that not many have. I make sure that all tasks given to me will be done to the best of my abilities. Even if I do not know something I am always open to listen to other people's inputs. In addition I am very passionate to be able to get into this internship as this will help me grow as an engineer, and also help me gain more experience and knowledge to help me in my career. Even if I do not know something, being able to be in the field and learn from someone will help me gain more knowledge in new topics.

Moreover I also want to bring something to the team, during my senior year of highschool I was part of the FRC Robotics competition in which we go against other highschools in the NYC area. The main goal of this competition is to be able to build robots in order to do certain assignments based on the regulations given. In my team there were 3 teams which were electrical, coding, and construction. I was put in both construction and coding. Being able to be in these teams gave me some experience when it came to coding in LabView, as well experience in the construction side of robotics. Furthermore during my first semester of college I was able to get introduced to C++ and have since been able to understand the basics and can bring my knowledge of C++ into the team.

In conclusion I hope you take my resume into consideration to see my qualifications for the systems software internship. I hope to hear back from you soon and be able to give more input about me during an interview. I am available during the weekends at any time, as well as Tuesdays and Thursdays from 8am - 11am. You can contact me through my phone number 516-871-6883 and also through my gmail avelasquezv72@gmail.com. Thank you for taking your time and reading through my resume and cover letter. Looking forward to showing you what I can bring into the team.

Sincerely,

Onth

Anthony Velasquez

Anthony Robinson Velasquez

(516) 871-6883 | <u>avelasquezv72@gmail.com</u>

NVIDIA 2025 Internships: Systems Software Engineering

Our work in Al and digital twins is transforming the world's largest industries and profoundly impacting society — from gaming to robotics, self-driving cars to life-saving healthcare, climate change to virtual worlds where we can all connect and create.

Our internships offer an excellent opportunity to expand your career and get hands on with one of our industry leading Systems Software teams. We're seeking strategic, ambitious, hard-working, and creative individuals who are passionate about helping us tackle challenges no one else can solve.

Throughout the minimum 12-week internship, students will work on projects that have a measurable impact on our business. We're looking for students pursuing Bachelor's, Master's, or PhD degree within a relevant or related field.

Potential Internships In This Field Include: Systems Software

- Defining, designing, and developing integrated (e.g., Jetson Orin) and discrete (e.g., Hopper H100)
 GPU system software components (e.g., runtime, math libraries) with focus on power and performance, as well as creating architecture and design specifications
- Course or internship experience related to the following areas could be required: Operating
 Systems (Threads, Process Control, Memory/Resource Management, Virtual Memory),
 Multithreaded Debugging, Linux Kernel Development, RTOS Development on Embedded Platforms,
 Data Structures & Algorithm time/space complexity

What We Need To See

- Currently pursuing a Bachelor's, Master's, or PhD degree within Computer Engineering, Electrical Engineering, Computer Science, or a related field
- Depending on the internship role, prior experience or knowledge requirements could include the following programming skills and technologies:
- C, C++, CUDA, x86, ARM CPU, GPU, Linux, Perl, Bash/Shell Scripting
- Operating Systems (T hreads, Process Control, Memory/Resource Management, Virtual Memory),
 Formal Verification Tools (Spark, Frama-C), Li nux Kernel Development, Multi-Threaded or
 Multi-Process Programming, Open Source Tools (CLANG, LLBM, gcc), Testing
 Production/Automation Tools (X LA, TVM, Halide), Microprocessor F undamentals (Caches,
 Buses, Memory Controllers, DMA, etc.)