NVIDIA USC Spring HackerRank Challenge

The University of Southern California

Friday, February 3rd | 11:00 AM PST

About this Event:

USC Students. Are you interested in career opportunities at NVIDIA?

Register here (bit.ly/uschackerrankspring23) by **Thursday, February 2nd 11:59 PM PST** to receive an invitation to participate in our optional HackerRank Challenge and get connected to an NVIDIA campus recruiter. All students registered will be entered into a raffle for a chance to win NVIDIA products.

If you timely register, you'll receive an email with a link to your self-selected HackerRank optional challenge on F**riday, February 3rd @ 11:00 AM PST** and you'll have until **Sunday, February 5th 11:00 AM PST** to complete it. Please register using your school email address as this fun challenge is exclusive to students currently enrolled at USC only. We also will have a raffle!

Frequently Asked Questions

What is HackerRank?
HackerRank, a coding-based technical skills and assessment platform, is one of the many tools used by NVIDIA to identify and assess candidates for engineering internships and new college graduate roles. This challenge is an opportunity for you to showcase your technical skills beyond your resume and for us to gain some insight into the types of problems that you could solve at NVIDIA. You are encouraged, but not required, to participate as this is a fun challenge!

What programming language(s) can I expect from this optional challenge?
The programming language(s) are predetermined by the team. Please select the technical area you are most interested in and complete to the best of your ability.

How should I prepare for the Challenge?
We recommend that you familiarize yourself with the HackerRank platform by taking a sample test. We understand that this may be a new tool for you, so this is a resource for you to practice and feel more comfortable with the platform before you participate in the Challenge. It is also a good idea to review algorithms and basic data structures from your intro courses as a basic refresher.

For more, visit **www.nvidia.com/university**