Bryan Catanzaro is VP of Applied Deep Learning Research at NVIDIA, where he leads a team solving problems in domains ranging from video games to chip design using deep learning. Bryan started the CUDNN project, now used by millions of developers to train and deploy DL models, and contributed to the creation of DLSS, which is the first neural reconstruction method for graphics rendering. He has also contributed to research in all aspects of conversational AI, from speech recognition, natural language processing, to speech synthesis. Bryan is always looking for new ways to use deep learning to make work more efficient and create new product opportunities. Bryan received his PhD from the University of California, Berkeley.