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Professor Simon See is currently the Solution Architecture and Engineering Director, Chief Solution Architect and Global Head for NVIDIA AI Technology Center, NVIDIA Corporation.   He is also an Adjunct Professor at Shanghai Jiao Tong University, Conventry University, and Universitas Indonesia (UI) and Newcastle University in Singapore. He is also a distinguished fellow in Fudan University. Previously Professor See is also the Chief Scientific Computing Advisor for BGI (China) and has a position in Nanyang Technological University (Singapore) and King-Mong Kung University of Technology (Thailand). Professor See is currently involved in a number of International computational, mathematical science projects and national AI initiatives.   Recently Professor Simon has been appointed as the Executive Director of the ASEAN Applied Research Centre (AARC).   His research interests are in the area of High-Performance Computing, Big Data, Artificial Intelligence, Machine Learning, Computational Science, Applied Mathematics and Simulation Methodology.   Professor See is also leading some of the AI initiatives in Asia Pacific. He is a Steering Committee member of NSCC's flagship High Performance Computing Conference Supercomputing Asia (SCA) since March 2018. He has published over 200 papers in these areas and has won various awards in the field.

Professor See is a Fellow member of IET, Chairman of TaskForce of IEEE's CIS Neural Networks Technical Committee, a member of SIAM, IET, AAAI, SCS, and also on the Advisory Team of AIP (AI Professional Association), International Advisory Board of Institute of Operations Research & Analytics (IORA), Advisory Team of Machine Intelligence and Data Analytics Research Centre (MIDARC), School of Computing Sciences (India) and Board of Studies, MS Tech Programs of Mahindra University, Editorial Board Member of Journal of Computational and Cognitive Engineering (JCCE), The Industry Advisory Committee for Bachelor of Science in Computer Science in Real-time Interactive Simulation and Interactive Media and Game Design at Singapore Institute of Technology **(SIT)** and the committee member of more than 50 conferences.

Professor See graduated from the University of Salford (UK) with a Ph.D. in electrical engineering and numerical analysis in 1993.   Prior to joining NVIDIA, Professor See worked for SGI, DSO National Lab. of Singapore, IBM, International Simulation Ltd (UK), Sun Microsystems and Oracle. He is also providing consultancy to a number of national research and supercomputing centers.