

PATENT ASSIGNMENT COVER SHEET

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 Stylesheet Version v1.2

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SUBMISSION TYPE:	NEW ASSIGNMENT
NATURE OF CONVEYANCE:	ASSIGNMENT
CONVEYING PARTY DATA	
Name	Execution Date
EVGENII MAKAROV	06/16/2020
RECEIVING PARTY DATA	
Name:	NVIDIA CORPORATION
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State/Country:	CALIFORNIA
Postal Code:	95051
PROPERTY NUMBERS Total: 1	
Property Type	Number
Application Number:	16890104
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ATTORNEY DOCKET NUMBER:	513031/19-MO-0386-US01
NAME OF SUBMITTER:	STEPHANIE L. WINNER
SIGNATURE:	/Stephanie L. Winner/
DATE SIGNED:	06/16/2020
Total Attachments: 2	
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source=Signed Assignment_19-MO-0386US01#page2.tif	

NVIDIA CORPORATION ASSIGNMENT AGREEMENT - WORLDWIDE

WHEREAS, I, an undersigned individual, have invented certain invention(s) described in an application for Letters Patent (the "Application") in:

☒ the United States ☐ another jurisdiction _____;

☐ enclosed herewith or ☒ previously filed on date June 2, 2020 under Serial No. 16/890,104;

with docket number and title: 19-MO-0386-US01/513031; TECHNIQUES FOR EFFICIENTLY SAMPLING AN IMAGE.

WHEREAS, NVIDIA Corporation, a corporation of the State of Delaware, having a place of business at 2788 San Tomas Expressway, Santa Clara, CA 95051; U.S.A. ("NVIDIA"), desires to acquire the entire right, title, and interest in and to the invention(s) disclosed in the Application and all embodiments of such invention(s) previously conceived, made, or discovered by me during my employment with or within the scope of my work in any capacity for NVIDIA (collectively, the "Inventions"), and in and to the Application and any and all other applications for utility patents, utility models, inventor's certificates, and other forms of invention protection or rights for the Inventions in any and all countries and groups of countries (collectively, the "Applications"), and in and to any and all patents, inventors certificates, and other forms of invention protection or rights arising therefrom (the "Patents").

NOW, THEREFORE, in consideration of good and valuable consideration acknowledged by me to have been received in full from NVIDIA:

1. I hereby sell, assign, transfer and convey to NVIDIA the entire right, title and interest (a) in and to the Inventions and the Application; (b) in and to all rights to apply for patents and all other forms of invention protection or rights on the Inventions in any and all countries pursuant to the Paris Convention for the Protection of Industrial Property, the Patent Cooperation Treaty, or otherwise; (c) in and to any and all Applications filed and any and all Patents granted on the Inventions in any and all countries and groups of countries, including each and every application filed and each and every patent granted on any application which is a conventional, division, substitution, continuation, or continuation-in-part of any of the Applications; and (d) in and to each and every reissue or extension of any of the Patents.

2. I hereby covenant and agree to cooperate with NVIDIA to enable NVIDIA to enjoy to the fullest extent the right, title and interest to the Inventions herein conveyed in any and all countries and groups of countries. My cooperation shall include prompt production of pertinent facts and documents, giving testimony, executing petitions, oaths, specifications, declarations or other papers, and providing other assistance to the extent deemed necessary or desirable by NVIDIA (a) for perfecting in NVIDIA the right, title and interest herein conveyed; (b) for prosecuting the Applications; (c) for filing and prosecuting substitute, conventional, divisional, continuation, continuation-in-part, or additional applications covering the Inventions; (d) for filing and prosecuting applications for reexamination or reissuance of any of the Patents; (e) in assisting NVIDIA in any pre-grant or post-grant proceeding involving any of the Inventions, Applications, or Patents; and (f) in assisting NVIDIA in any court or administrative proceeding involving any of the Inventions, Applications, or Patents, including without limitation opposition proceedings, cancellation proceedings, priority contests, public use proceedings, and infringement actions; provided, however, that reasonable expenses incurred by me in providing such cooperation shall be paid for by NVIDIA.

3. I hereby agree that the terms and covenants of this Assignment Agreement (the "Agreement") shall inure to the benefit of NVIDIA, its successors, assigns and other legal representatives, and shall be binding upon me, my heirs, my legal representatives, and my assigns.

4. I hereby warrant and represent that I have not entered into and will not enter into any assignment, license, contract, or understanding in conflict herewith.

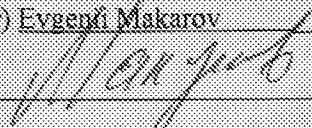
5. I hereby agree that if any provision of this Agreement is deemed invalid or otherwise unenforceable, the remaining provisions of this Agreement shall remain valid, enforceable, and binding, and the invalid or otherwise unenforceable provision shall be deemed to be replaced by a provision that is valid and enforceable and that comes closest to expressing the intent expressed by the invalid or unenforceable provision.

6. I hereby agree that this Agreement contains the entire understanding between NVIDIA and me relating to the subject matter contained herein, and supersedes all prior and collateral communications and understandings between NVIDIA and me.

7. In the event that the filing date or application number of the Application is not entered at the time I execute this document, and if such information is deemed necessary, I hereby authorize NVIDIA, its successors and assigns, its legal representatives, or anyone it properly designates to enter above such filing date or application number.

IN WITNESS WHEREOF, I have executed and delivered this instrument to NVIDIA on the date indicated below.

(Printed legal name of inventor) Evgenii Makarov

(Inventor's signature) 

(Date) June 16 2020

(Inventor's mailing address) 127051, Sretenka 27, Bldg. 8, Flat 38, Moscow Russia