

Record Q4, Fiscal 2016 for Nvidia

Written by Marco Attard
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Nvidia appears to be beating the PC slump hitting the likes of Intel and AMD-- fiscal Q4 2016 (ending 31 January 2015) sees the company make record revenues reaching \$1.4 billion, a 12% Y-o-Y increase.



Also breaking company records are fiscal 2016 revenues growing by 7% to \$5.01bn.

"We had another record quarter, capping a record year," the company says. "Our strategy is to create specialised accelerated computing platforms for large growth markets that demand the 10x boost in performance we offer. Each platform leverages our focused investment in building the world's most advanced GPU technology."

Not all results for the year bear good news for Nvidia, though-- fiscal 2016 profits are down by -3% to \$614 million partly due to operating expenses of \$1.72bn, a sum including the legal bills from a long-running patent war against Qualcomm and Samsung.

Gaming continues to drive Nvidia revenues, and the company expects the segment to grow even further in the near future as graphically demanding virtual reality hardware hits the market. The professional visualisation division remains more or less flat, while the datacentre wing sees fiscal Q4 revenues of \$97m, up from \$88m a year before.

Also seeing improvement is the auto business, with Q4 revenues growing from \$56m to \$93m.

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As for fiscal Q1 2017, Nvidia expects revenues reaching \$1.26bn, with operating expenses worth \$500m.

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