Spain (+34) 656 305 374

Hugo Tárrega

hugots363@gmail.com github.com/htarrega www.htarrega.me

Experience

Software Engineer

Facephi (Alicante, Spain)

April 2024 – Present

• Develop secure software solutions integrating C++ pre- / post-processing with Machine Learning models for biometric verification that supports earnings of 23 million euros annually.

Software Engineer

Topcon Mirage (València, Spain)

Nov 2022 - Apr 2024

- Led migration of a point cloud processing platform (Pb/day scale) in C++ to OpenVDB.
- Reduced build times by 50% for a 50-engineer team via compiler optimizations and automated library installation using Python and Conan.

Embedded Software

Inetum (València, Spain)

Jun 2022 - Nov 2022

- Engineer
- Rewrote public transport NFC embedded reader (C++) to handle real user behavior, powering Valencia's bus network (77M trips/year).
- Wrote technical specifications for a €27M European project proposal.

Research Assistant

Parallel Architectures Group, UPV

Jun 2019 - May 2022

- Improved CPU IPC by 15% by designing a novel L1 Cache (FTC).
- Achieved 21% energy savings and a 6.4x density increase vs. SRAM, freeing space for accelerators (e.g.,a bigger GPU).

Education

Universitat Politècnica de

València, Spain

Sep 2020 – Jun 2021

València

Master's in Computer and Network Architecture

With honors on thesis: "Fusion of the L1 and L2 Levels of the Cache Memory Hierarchy Using DWM".

Universitat Politècnica de

València, Spain

Sep 2016 - Jun 2020

València

Bachelor's in Informatics Engineering

With honors on thesis: "L1 Cache Design using Domain Wall Memory technology".

Publications and Awards

- H. Tárrega et al. 2022. Fast-track cache: A huge racetrack memory L1 data cache. ICS '22, ACM, Article 23. DOI
- H. Tárrega et al. 2021. L1 Cache Design using Domain Wall Memory. DOI
- Map Hacks València 2019 Hackathon Winner. Led team developing pollution reduction app for Valencia buses.

Skills

- C++, C, Python, Assembly (x86, MIPS), Shell scripting
- Git, Linux, CPU architectures, CMake, LaTeX, Inkscape