

# Emmanuel Larralde Ortiz

ealarralde@gmail.com

<https://l4rralde.github.io/>

<https://orcid.org/0009-0009-0938-3603>

## PROFILE

Mechatronics Engineer of Instituto Politécnico Nacional, CPU Design Verification Engineer at Intel, and Robotics Software Hobbyist. I like challenges, algorithms, computers, and robotics. I also author one IEEE paper.

## WORK EXPERIENCE

### CPU Design Verification Engineer

Intel Corporation

(February 2023 – today)

- Design Verification of a novel Branch Prediction Unit of a x86 CPU microarchitecture.
- Software development (python and C++) of a fine-grained simulator of the Branch Prediction Unit and the development of tools for performance analysis and CI/CD.

### Technical Graduate Intern

Intel Corporation

(January 2022 – January 2023)

- Design Verification of the hardware accelerator for video compression (H.264, AV1, JPEG, etc.) of Intel Xeon Granite Rapids-D.

### Robotics Software Engineering Intern

CIMAT

(August 2022 – February 2023)

- Development of autonomous driving software stacks for mobile robots.
- Design, development, and maintenance of mobile robots.

## SKILLS

### TECHNICAL SKILLS

### TECHNOLOGIES

#### PROGRAMMING LANGUAGES

Python  
C/C++  
Kotlin

*Productivity:* Linux, shell scripting, Git & GitHub (with actions), Jenkins, Docker.  
*Robotics:* ROS, OpenCV, NVIDIA Jetson, Gazebo, Simscape, Webots.  
*Embedded Systems:* Microcontrollers, FPGAs, SBCs, embedded Linux.  
*Scientific:* MATLAB, Mathematica, wolfram alpha, LaTeX.

## SOFT SKILLS

*Self-taught, Responsibility, Openness to feedback and Teamwork.*

## MAJOR PROJECTS

### DonkieTown

2022

A low-cost experimental platform for research on Automated and Connected Vehicles.

- GitHub repository: <https://github.com/L4rralde/DonkieTown>
- DonkieNet: a retrained (transfer-learning) Mobilenet + SSD Neural Network for donkey-like teddy bears.
- Lane Following: k-d trees and vector fields.

### Other projects:

AutoMiny Neurotrajectory (LiDAR + NN path planning); MCR Autonomous Drones (path following, object detection); and Atari Deep Q-Learning (CNN for Atari games trained with Reinforcement Learning). Learn more: <https://l4rralde.github.io/projects.html>

## EDUCATION & CERTIFICATIONS

### UPIITA-IPN

Bachelor of Engineering in Mechatronics Engineering.

August 2017 – December 2022  
GPA 94/100

### Intel AI Everywhere

Intensive Deep Learning with applications.

May 2023 – January 2024  
Badge earned

## AWARDS

First place at Mexican Tournament of Robotics (2023).

Finalist candidate for the International Physics Olympiad (2017).

First place at Samsung's Solve for Tomorrow contest (2018).

Silver Medal in the National Physics Olympiad (2016).