

Dr Christophe Tretz has a PhD in Electrical Engineering from Columbia University in the city of New York. He also graduated from the Ecole Nationale Supérieure d'Electrotechnique, Electronique, Informatique et Hydraulique de Toulouse, France, with a degree in EE.

Dr Tretz has worked as a circuit designer and engineering lead on several microprocessor and SoC chips at both IBM and AMD. He was part of the first PD-SOI design team developing a microprocessor at both IBM (Power 4) and AMD (Opteron). He worked on server and mainframe processors, gaming processors (X-box, PS3 and Nintendo) and pc processors. Dr Tretz was the lead engineer on core processor macros for one of the Xbox technology remap (65 to 32nm). Dr Tretz was part of the International IEEE SOI Conference (now S3S) as both technical chair and conference chair.

Since 2014, Dr Tretz has joined the Licensing and IP division of IBM where he is the lead patent engineer for all hardware, semiconductor and system patent deals. He works on both licensing deals as well as patent infringement related to processor and SoC architecture.