



Luis Quesada

Senior Engineering Manager

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SUMMARY Engineering leader with expertise in defining and executing technical strategy, with a proven track record of building top-performing organizations. Led 70+ engineers to revamp five production areas across 50+ products, boosting engineering velocity and system reliability and efficiency for 1K+ engineers.

SKILLS Generative Artificial Intelligence: Infrastructure and solutions, applied Generative Multi-modal Models
Systems: Architecture, performance, automation, monitoring, load balancing, capacity, and data integrity
Computer Languages: Go, Java, Python, JavaScript, TypeScript, PHP, Bash shell script, and SQL
People: Organization design, career development, team health, coaching, presentation, and negotiation
Languages: Spanish (Native), English (C2), German (B2), Swiss German (B1), and Esperanto (B1)

EXPERIENCE Google, 2014 – currently

YouTube Infrastructure, Software Engineering — Senior Engineering Manager (L7)

- Improved the performance of high-throughput pipelines by **1000x**. **Award:** [Performance Excellence](#)
- Developed infrastructure and tooling to define complex insights at scale, integrating Large Language Models, Multi-Modal Models, and hundreds of backends. Adopted by **200+** analysts and engineers. **Awards:** [Engineering](#) + [Feature](#) + [Feature](#) Excellence

Cloud Artificial Intelligence, Site Reliability Engineering — Senior Engineering Manager (L5→L7)

- Unblocked **\$1B+** revenue by leading the productionization and launch of several products.
- Saved **\$XXXM+** in computing resources and improved the reliability of the Google Cloud Artificial Intelligence portfolio by redefining capacity planning, monitoring and SLOs, rollouts, data integrity, and frameworks across an organization that consisted of 1K+ engineers. **Awards:** [Cloud](#) + [Core](#) + [Google Tech Impact](#), [Perfy](#), [Tech Debt Busters](#), [Tech Debt Busters](#)

Datacenter Software, Site Reliability Engineering — Technical Leader/Engineering Manager (L5)

- Revamped critical datacenter systems, delivering one year ahead of plan.

Apps Storage, Site Reliability Engineering — Senior Software Engineer, Technical Leader (L4→L5)

- Saved **\$XXXM+** in computing resources by deploying capacity models for products with 1B+ users.
- Led the company-wide migration to a new storage service. **Award:** [Feats of Engineering](#)

University of Granada, 2010 – 2014

Department of Computer Science and Artificial Intelligence — Research Fellow

- Researched compilers and directed a Thesis on music prototyping languages. **Award:** [Best Thesis](#).
- Researched 3-degree-of-freedom motion tracking techniques with a single low-budget camera.

STUDIES University of Granada, 2004 – 2010

[Master in Research](#), [Soft Computing and Intelligent Systems](#). GPA [9.3/10](#).

[Bachelor of Science](#), [Information Systems Engineering](#). GPA [8.7/10](#). **Award:** [1st in Class](#).

[Master of Science](#), [Computer Science](#). GPA [9.2/10](#). **Awards:** [1st in Class](#), [National Award](#), [Best Thesis](#).

[Bachelor of Science](#), [Computer Systems Engineering](#). GPA [8.7/10](#). **Award:** [1st in Class](#).

CERTIFICATES [Professional Certificate on Generative Artificial Intelligence Engineering](#) — IBM, 2024
[Professional Certificate on Artificial Intelligence Development](#) — IBM, 2024
[Professional Certificate on Cybersecurity](#) — Google, 2024
[Professional Certificate on Security](#) — University of Salamanca, 2011
[Professional Certificate on User Experience Design](#) — Google, 2024
[Harmonized Amateur Radio Exam Certificate](#) — Ofcom, 2025
[Modern Musician Specialization](#) — Berklee College of Music, 2014
[Grade 5 Music Theory](#) — The Associated Board of the Royal Schools of Music, 2013
[Grade 4 Singing](#) — The Associated Board of the Royal Schools of Music, 2013

HIGHLIGHTS **Generative Artificial Intelligence**

- Developed a set of ComfyUI nodes for [inpainting with generative models](#), automating complex image manipulation workflows and improving prompt adherence and output quality.
Achieved **340K downloads** and **860 GitHub stars**.

Distributed Systems

- Published an article on [best practices for capacity management](#).
- Published talks on [capacity management](#), [Google production environment](#), and [the Paxos algorithm](#).
Achieved **200K views** combined.

Programming Languages

- [Designed](#) and developed [lexical analyzers](#), [parsers](#), and a [model compiler](#) with ambiguity support.
- Developed a Java [bytecode similarity detector](#) and a [manifest-based run-time subclass finder](#).
The University of Granada applied it and **identified plagiarized programming assignments**.

People Management

- Co-authored a chapter on [team overload](#) for The Site Reliability Workbook published by **O'Reilly**.

Video Game Development

- Developed a [web-based multiplayer videogame](#), maintained and ran it from 2006 to 2013.
Achieved **10K monthly active users**.
- Developed a [rogue-like videogame](#) in JavaScript.
- Developed a [shooter videogame](#) in C for the Game Boy Advance console.

Amateur Radio

- Developed a [Morse code keyer practice application](#) using generative artificial intelligence.
- Received a live signal from an astronaut in the [International Space Station](#).

Literature

- Authored and illustrated [Spanish books for children](#) leveraging generative artificial intelligence.
Achieved **20K downloads** combined and **800 reviews** with an average **rating of 4.3/5**.

Music

- Composed, recorded, and produced [several indie rock, synthesizer, and piano albums](#).
Achieved **20K streams** and **2K monthly listeners**.
- Produced [several alternative rock albums](#) leveraging generative artificial intelligence.
Achieved **30K streams** and **5K monthly listeners**.