



Luis Quesada

Senior Engineering Manager

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See recommendations [here](#)

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

Geo, Software Engineering — Senior Engineering Manager (L7)
▪ (Work in progress — Ramping up on the area)

YouTube Trust & Safety, Software Engineering — Senior Engineering Manager (L7)

- Improved the performance of high-throughput pipelines by **1000x**. **Award:** [Performance Excellence](#)
- Developed Large Language Model infrastructure and tooling, used by **40+** engineering projects and **300+** analysts to define complex insights. **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 three flagship products.
- Saved **\$XXXM+** in computing resources and improved the reliability of **50+** products by redefining capacity management, monitoring, rollouts, data integrity, and frameworks across **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](#)

RESEARCH **University of Granada**, 2010 – 2014

Research fellow on [computer vision](#) and [compilers](#), led a thesis on [music languages](#). **Award:** Best Thesis.

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 <ul style="list-style-type: none">▪ Developed a set of ComfyUI nodes for inpainting with generative models, automating complex image manipulation workflows and improving prompt adherence and output quality. Achieved 515K downloads and 950 GitHub stars.
	Distributed Systems <ul style="list-style-type: none">▪ Published an article on best practices for capacity management.▪ Published talks on capacity management, Google production environment, and the Paxos algorithm. Achieved 210K views combined.
	Programming Languages <ul style="list-style-type: none">▪ 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.
	Computer Vision <ul style="list-style-type: none">▪ Designed 3-degree-of-freedom motion tracking with a single low-cost camera.
	People Management <ul style="list-style-type: none">▪ Co-authored a chapter on team overload for The Site Reliability Workbook published by O'Reilly.
	Video Game Development <ul style="list-style-type: none">▪ 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 for the Game Boy Advance console in C.
	Amateur Radio <ul style="list-style-type: none">▪ Transmitted 15648 km, received 16307 km, 2-way 9967 km, copied the International Space Station▪ Developed a Morse code keyer practice application using generative artificial intelligence.
	Literature <ul style="list-style-type: none">▪ 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 <ul style="list-style-type: none">▪ Composed, recorded, and produced several indie rock, synthesizer, and piano albums. Achieved 20K streams and peaked at 2K monthly listeners.▪ Produced several alternative rock albums leveraging generative artificial intelligence. Achieved 35K streams and peaked at 5K monthly listeners.