



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, performance, efficiency, and scalability.

EXPERIENCE **Google**, 2014 – currently

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

- Improved the performance of high-throughput pipelines by 1000x. **Award:** [Performance Excellence](#)
- Built a scalable platform that integrates 100+ backends and Large Language Models, enabling rapid development of complex insights. **Awards:** [Engineering](#) + [Feature](#) + [Feature](#) Excellence

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

- Revamped capacity, monitoring, rollouts, data integrity, and frameworks across the entire developer organization, garnering top-down support, influencing the work of 50+ engineers, and leading the delivery, which improved the velocity, efficiency, and reliability of tens of products and 1K+ engineers. **Awards:** [Cloud](#) + [Core](#) + [Google Tech Impact](#), [Perfy](#), [Tech Debt Busters](#), [Tech Debt Busters](#)
- Led the productionization of three large Cloud Artificial Intelligence products across reliability, scalability, security, and process requirements, and enabled their launch.

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

- Sped up a project to revamp critical datacenter systems and landed it one year ahead of time.
- Troubleshoot and addressed incidents with company-wide impact as part of on-call responsibilities.

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

- Developed capacity models for products with 1B+ users and delivered significant resource savings.
- Responded to user-facing outages and performed complex operations without downtime while on-call.
- 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 **Artificial Intelligence**

- [Professional Certificate on Generative Artificial Intelligence Engineering](#) — IBM, 2024
- [Professional Certificate on Artificial Intelligence Development](#) — IBM, 2024

Cybersecurity

- [Professional Certificate on Cybersecurity](#) — Google, 2024
- [Professional Certificate on Security](#) — University of Salamanca, 2011

User Experience

- [Professional Certificate on User Experience Design](#) — Google, 2024

Amateur Radio

- [Harmonized Amateur Radio Exam Certificate \(Full\)](#)— Ofcom / Radio Society of Great Britain, 2025

Music

- [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

PUBLICATIONS **Generative Artificial Intelligence**

- Developed ComfyUI nodes for [inpainting](#), [interactive user interface](#), and [prompt combination](#).
- Authored and illustrated [Spanish books for children](#) leveraging generative artificial intelligence.
- Produced [several alternative rock albums](#) leveraging generative artificial intelligence.

Distributed Systems

- Published a [tech talk](#) and an [article](#) on capacity management.
- Published a tech talk on [Google's production environment](#).
- Published a tech talk on [the Paxos algorithm](#).

Programming Languages

- [Designed](#) and developed [lexical analyzers](#), [parsers](#), and a [model compilers](#) with ambiguity support.
- [Designed](#) and [developed](#) parallel finite state machines for fast ambiguity-supporting lexical analysis.
- Designed a [domain-specific language for music prototyping](#).
- Decompiled a Java splicer and extended it with a [command-line interface](#).
- Developed a Java [bytecode similarity detector](#) and a [manifest-based run-time subclass finder](#).

Computer Vision

- [Designed](#) and [developed](#) a 3D motion tracking solution that works on a single camera.
- Proposed [hardware for voxel-based 3D object modeling](#).

Video games

- Developed a [web-based multiplayer videogame](#) in PHP+MySQL, with 10K+ players in the 2000s.
- Developed a [shooter videogame](#) in C for the Game Boy Advance console.
- Developed a [rogue-like videogame](#) in JavaScript.
- Developed a [physics engine and 3D world videogame prototype](#) in Java.
- Developed a [dungeon videogame prototype](#) in Java with custom physics and graphic engines.
- Developed a [dungeon videogame prototype](#) in Go with custom physics and inventory engines.

Team Management

- Co-authored a book chapter on [managing team overload](#).

Music

- Composed, recoded, and produced [several indie rock, synthesizer, and piano albums](#).