



# Luis Quesada

## Senior Engineering Manager

[www.luisquesada.com](http://www.luisquesada.com) | [github.com/lquesada](https://github.com/lquesada)

Contact via [linkedin.com/in/luisquesadatorres](https://linkedin.com/in/luisquesadatorres)

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](#), [Perf](#), [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.

<b>CERTIFICATES</b>	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
<b>HIGHLIGHTS</b>	
	<b>Generative Artificial Intelligence</b> <ul style="list-style-type: none"><li>▪ Developed a set of ComfyUI nodes for <a href="#">inpainting with generative models</a>, automating complex image manipulation workflows and improving prompt adherence and output quality. Achieved <b>450K downloads</b> and <b>920 GitHub stars</b>.</li></ul>
	<b>Distributed Systems</b> <ul style="list-style-type: none"><li>▪ Published an article on <a href="#">best practices for capacity management</a>.</li><li>▪ Published talks on <a href="#">capacity management</a>, <a href="#">Google production environment</a>, and <a href="#">the Paxos algorithm</a>. Achieved <b>210K views</b> combined.</li></ul>
	<b>Programming Languages</b> <ul style="list-style-type: none"><li>▪ <a href="#">Designed</a> and developed <a href="#">lexical analyzers</a>, <a href="#">parsers</a>, and a <a href="#">model compiler</a> with ambiguity support.</li><li>▪ Developed a Java <a href="#">bytecode similarity detector</a> and a <a href="#">manifest-based run-time subclass finder</a>.</li></ul>
	<b>Computer Vision</b> <ul style="list-style-type: none"><li>▪ Designed 3-degree-of-freedom <a href="#">motion tracking</a> with a single low-cost camera.</li></ul>
	<b>People Management</b> <ul style="list-style-type: none"><li>▪ Co-authored a chapter on <a href="#">team overload</a> for The Site Reliability Workbook published by <a href="#">O'Reilly</a>.</li></ul>
	<b>Video Game Development</b> <ul style="list-style-type: none"><li>▪ Developed a <a href="#">web-based multiplayer videogame</a>, maintained and ran it from 2006 to 2013. Achieved <b>10K monthly active users</b>.</li><li>▪ Developed a <a href="#">rogue-like videogame</a> in JavaScript.</li><li>▪ Developed a <a href="#">shooter videogame</a> for the Game Boy Advance console in C.</li></ul>
	<b>Amateur Radio</b> <ul style="list-style-type: none"><li>▪ Transmitted <a href="#">15648 km</a>, received <a href="#">11998 km</a>, 2-way <a href="#">1600 km</a>, copied the <a href="#">International Space Station</a></li><li>▪ Developed a <a href="#">Morse code keyer practice application</a> using generative artificial intelligence.</li></ul>
	<b>Literature</b> <ul style="list-style-type: none"><li>▪ Authored and illustrated <a href="#">Spanish books for children</a> leveraging generative artificial intelligence. Achieved <b>20K downloads</b> combined and <b>800 reviews</b> with an average <b>rating of 4.3/5</b>.</li></ul>
	<b>Music</b> <ul style="list-style-type: none"><li>▪ Composed, recorded, and produced <a href="#">several indie rock, synthesizer, and piano albums</a>. Achieved <b>20K streams</b> and peaked at <b>2K monthly listeners</b>.</li><li>▪ Produced <a href="#">several alternative rock albums</a> leveraging generative artificial intelligence. Achieved <b>35K streams</b> and peaked at <b>5K monthly listeners</b>.</li></ul>