Luis Quesada
Senior Engineering Manager

www.luisquesada.com | github.com/lquesada
Contact via linkedin.com/in/luisquesadatorres

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 revamping capacity, monitoring, rollouts, data integrity, and frameworks across the entire developer organization 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)
- Sped up a project to revamp critical datacenter systems and landed it one year ahead of time.
- Troubleshot and addressed incidents with company-wide impact as part of on-call responsibilities.

Apps Storage, Site Reliability Engineering — Technical Leader (L4→L5)
- Saved **$XXXM+** in computing resources by deploying capacity models for products with 1B+ users.
- 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   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 monthy listeners**.
- Produced several alternative rock albums leveraging generative artificial intelligence.
  Achieved **30K streams** and **5K monthly listeners**.