



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](#)
- 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)

- Unblocked **\$1B+** revenue by leading the productionization and launch of several products.
- Saved **\$XXM+** 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.
- Troubleshoot and addressed incidents with company-wide impact as part of on-call responsibilities.

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

- Saved **\$XXM+** 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 **260K downloads** and **800 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 [practice Morse code keyer 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**.