

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
- 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 70+ 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.
- Troubleshot 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

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 monthy listeners.
- Produced several alternative rock albums leveraging generative artificial intelligence.
 Achieved 30K streams and 5K monthly listeners.