



# Luis Quesada Torres

Engineering Manager, Tech Lead, Software and Systems Engineer

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EXPERIENCE	<b>Google</b> , Cloud Machine Learning SRE, Switzerland — Engineering Manager II	2018–now
	Rebuilt a team from four to nine members, grew it to fourteen, and trained a tech lead	
	Improved the efficiency of artificial intelligence accelerators by 40% across ten products	
	Led reliability efforts across a large developer organization	
	<b>Google</b> , Compute Datacenters SRE, Switzerland — Engineering Manager	2017–2018
	Built a team with seven members, and trained a manager and two tech leads	
	Sped up a critical worldwide datacenter infrastructure project by one year	
	Coauthored <a href="#">the chapter on managing overload</a> in <i>The Site Reliability Workbook</i>	
	Published tech talks on <a href="#">the Paxos algorithm</a> and <a href="#">the Google production environment</a>	
	<b>Google</b> , Apps Storage SRE, Switzerland — Tech Lead	2014–2017
	Rebuilt a team from three to eight members and trained a tech lead	
	Decreased the cost of a storage service with +700M users by 75%	
	Pioneered the design and execution of time-sensitive production changes	
	<b>Universidad de Granada</b> , Department of Computer Science, Spain — Professor Trainee	2010–2014
	<a href="#">Researched</a> and <a href="#">developed</a> a model-based parser generator	
	<a href="#">Researched</a> and <a href="#">developed</a> markerless monocular 3-DOF motion tracking	
	Directed a Master Thesis on <a href="#">music prototyping languages</a> , Best Thesis Award	
EDUCATION	<b>MRes in Soft Computing and Intelligent Systems</b> , Universidad de Granada, Spain	2009–2010
	Grade Point Average of 9.3/10	
	<b>BSc in Information Systems Engineering</b> , Universidad de Granada, Spain	2009–2010
	Grade Point Average of 8.7/10 and First of Class	
	<b>MSc in Computer Science</b> , Universidad de Granada, Spain	2007–2009
	Grade Point Average of 9.2/10, First of Class, National Award, and Distinction	
	<a href="#">Researched</a> and <a href="#">developed</a> a Java code clone detector as Thesis, Best Thesis Award	
	<b>BSc in Computer Systems Engineering</b> , Universidad de Granada, Spain	2004–2007
	Grade Point Average of 8.7/10 and First of Class	
INTERESTS	Developed videogame prototypes in <a href="#">PHP</a> , <a href="#">C</a> , <a href="#">Java</a> , <a href="#">GameMaker</a> , and <a href="#">Go</a>	
	Assembled a <a href="#">dictionary</a> cross Spanish, English, German, Esperanto, and Swiss German	
	Composed and produced <a href="#">music demos</a> , plays guitar and piano, and sings	
	Published <a href="#">voxel-based 3D models and tools</a>	
	Skateboarding, surf skating, bouldering, archery, and laser tag	