



# Luis Quesada Torres

## Engineering Manager and Technical Lead

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INDUSTRY	<b>Engineering Manager II.</b> Google, Cloud Artificial Intelligence Solutions SRE	2020–now
	Designed and led the development of a capacity management solution for 40+ products	
	Published a tech talk on <a href="#">the complexities of capacity management for distributed services</a>	
	<b>Engineering Manager.</b> Google, Cloud Machine Learning SRE	2018–2020
	Grew the team from four to fifteen members, trained a manager and two technical leads	
	Improved the efficiency of artificial intelligence accelerators by 40% across ten products	
	Partnered with NVIDIA to advertise <a href="#">lower-cost faster artificial intelligence accelerators</a>	
	Led reliability efforts across a large developer organization	
	<b>Technical Lead/Engineering Manager.</b> Google, Compute Datacenters SRE	2017–2018
	Built the team with seven members, and trained a manager and two technical leads	
	Sped up a critical worldwide datacenter infrastructure project by one year	
	Coauthored <a href="#">the chapter on managing overload</a> in <a href="#">The Site Reliability Workbook</a>	
	Published tech talks on <a href="#">the Paxos algorithm</a> and <a href="#">the Google production environment</a>	
	<b>Technical Lead.</b> Google, Apps Storage SRE	2016–2017
	Rebuilt the team from three to eight members and trained a technical lead	
	Pioneered the design and execution of time-sensitive production changes	
	<b>Site Reliability Engineer.</b> Google, Apps Storage SRE	2014–2016
	Decreased the cost of a storage service with 700M+ users by 75%	
ACADEMIA	Developed automation and monitoring solutions	
	<b>Professor Trainee</b> on <a href="#">parsers</a> and <a href="#">vision</a> , best <a href="#">thesis</a> award as director. University of Granada	2010–2014
	<b>MRes Soft Computing and Intelligent Systems.</b> GPA 9.3/10. University of Granada	2009–2010
	<b>BSc Information Systems Engineering.</b> GPA 8.7/10, first of class. University of Granada	2009–2010
	<b>MSc Computer Science.</b> GPA 9.2/10, national and best <a href="#">thesis</a> awards. University of Granada	2007–2009
	<b>BSc Computer Systems Engineering.</b> GPA 8.7/10, first of class. University of Granada	2004–2007
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	