Luis Quesada Torres

Engineering Manager, Tech Lead, Software and Systems Engineer

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