



Luis Quesada Torres

Engineering Manager and Technical Lead

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INDUSTRY	Engineering Manager II. Google, Cloud, Artificial Intelligence Solutions SRE	2020–now
	Grew the team from seven to thirteen members and trained two managers	
	Published a tech talk on the complexities of capacity management	
	Engineering Manager II. Google, Cloud, Machine Learning SRE	2019–2020
	Trained a manager, split the team in two, and onboarded a critical service	
	Designed and led the development of a capacity management solution for 40+ products	
	Engineering Manager. Google, Cloud, Machine Learning SRE	2018–2019
	Grew the team from four to fifteen members and trained two technical leads	
	Improved the efficiency of artificial intelligence accelerators by 40% across ten products	
	Partnered with NVIDIA to benchmark lower-cost faster artificial intelligence accelerators	
	Led reliability efforts across a large developer organization	
	Technical Lead/Engineering Manager. 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 the chapter on managing overload in <i>The Site Reliability Workbook</i>	
	Published tech talks on the Paxos algorithm and the Google production environment	
	Technical Lead. Google, Apps, Storage SRE	2016–2017
	Rebuilt the team from three to eight members and trained a technical lead	
	Led the development of solutions for automation, data integrity, and load balancing	
	Senior Site Reliability Engineer. Google, Apps, Storage SRE	2015–2016
	Planned and executed time-sensitive production changes and service maintenance	
	Site Reliability Engineer. Google, Apps, Storage SRE	2014–2015
	Decreased the cost of a storage service with 700M+ users by 75%	
	Site Reliability Engineering Intern. Google, Apps, Storage SRE	2014–2014
ACADEMIA	Designed and implemented monitoring solutions on low-level storage system internals	
	Professor Trainee on parsers and vision , best thesis award as director. University of Granada	2010–2014
	MRes Soft Computing and Intelligent Systems. GPA 9.3/10. University of Granada	2009–2010
	BSc Information Systems Engineering. GPA 8.7/10, first of class. University of Granada	2009–2010
	MSc Computer Science. GPA 9.2/10, national and best thesis awards. University of Granada	2007–2009
INTERESTS	BSc Computer Systems Engineering. GPA 8.7/10, first of class. University of Granada	2004–2007
	Developed videogame prototypes in PHP , C , Java , GameMaker , and Go	
	Assembled a dictionary cross Spanish, English, German, Esperanto, and Swiss German	
	Composed, recorded, and produced a music album	