

## Luis Quesada Torres

## **Engineering Manager and Technical Lead**

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<b>Engineering Manager II</b> . Google, Cloud Artificial Intelligence Solutions SRE  Designed and led the development of a capacity management solution for 40+ products  Published a tech talk on <i>the complexities of capacity management for distributed services</i>	2020-now
Engineering Manager. Google, Cloud Machine Learning SRE  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 lower-cost faster artificial intelligence accelerators  Led reliability efforts across a large developer organization	2018–2020
<b>Technical Lead/Engineering Manager</b> . Google, Compute Datacenters SRE  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 <i>the Paxos algorithm</i> and <i>the Google production environment</i>	2017–2018
<b>Technical Lead</b> . Google, Apps Storage SRE  Rebuilt the team from three to eight members and trained a technical lead  Pioneered the design and execution of time-sensitive production changes	2016–2017
<b>Site Reliability Engineer</b> . Google, Apps Storage SRE  Decreased the cost of a storage service with 700M+ users by 75%  Developed automation and monitoring solutions	2014–2016

ACADEMIA Professor Trainee on parsers and vision, best thesis award as director. Universidad de Granada 2010–2014 MRes Soft Computing and Intelligent Systems. GPA 9.3/10. Universidad de Granada 2009-2010 BSc Information Systems Engineering. GPA 8.7/10, first of class. Universidad de Granada 2009-2010 MSc Computer Science. GPA 9.2/10, national and best thesis awards. Universidad de Granada 2007–2009 BSc Computer Systems Engineering. GPA 8.7/10, first of class. Universidad de Granada 2004-2007

## **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