

Luis Quesada Torres

Engineering Manager, Tech Lead, Software and Systems Engineer

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SKILLS Team development: Experienced in team building, coaching, and career advice
Program management: Expert in planning, coordination, and execution
Facilitation: Seasoned technical trainer and skilled presenter
Systems: Expert in scalability and reliability of large-scale distributed systems
Programming: Proficient in Go and Python; fluent in Java, Bash scripting, and SQL
Languages: Speaks Spanish, English, German, Esperanto, and Swiss German

EXPERIENCE Google, Zürich, Switzerland

Machine Learning, Cloud, SRE: Engineering Manager→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

Datacenters, Compute, SRE: Tech Lead/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
Published [the chapter on managing overload](#) in *The Site Reliability Workbook*
Published tech talks on [the Paxos algorithm](#) and [the Google production environment](#)

Storage, Apps, SRE: Intern→Software Engineer III→Senior Software Engineer→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

Universidad de Granada, Granada, Spain

Professor Trainee – Department of Computer Science and Artificial Intelligence 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 Universidad de Granada, Granada, Spain

MRes in Soft Computing and Intelligent Systems, GPA 9.3/10 2009–2010
BSc in Information Systems Engineering, GPA 8.7/10, First of Class 2009–2010
MSc in Computer Science, GPA 9.2/10, National Award, First of Class, Distinction 2007–2009
[Researched](#) and [developed](#) a Java code clone detector as Thesis, Best Thesis Award
BSc in Computer Systems Engineering, GPA 8.7/10, First of Class 2004–2007

INTERESTS Videogame development: Programmed demos in [PHP](#), [C](#), [Java](#), [GameMaker](#), and [Go](#)
Languages: Assembled a [cross-language dictionary](#) and wrote an [extended US keymap](#)
Music: Published [musical compositions and recordings](#), plays guitar and piano, and sings
3D modeling: Published [voxel-based 3D models and tools](#)
Sport: Skateboarding, surf skating, bouldering, archery, and laser tag