



Luis Quesada Torres

Engineering Manager and Technical Lead

www.luisquesada.com — Contact via [linkedin.com/in/luisquesadatorres](https://www.linkedin.com/in/luisquesadatorres)

INDUSTRY	Engineering Manager II. 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 the complexities of capacity management for distributed services	
	Engineering Manager. 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 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 The Site Reliability Workbook	
	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	
	Pioneered the design and execution of time-sensitive production changes	
	Site Reliability Engineer. Google, Apps Storage SRE	2014–2016
	Decreased the cost of a storage service with 700M+ users by 75%	
ACADEMIA	Developed automation and monitoring solutions	
	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
	BSc Computer Systems Engineering. GPA 8.7/10, first of class. University of 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	