Luis Quesada Torres
Engineering Manager and Technical Lead

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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%

Developed automation and monitoring solutions

ACADEMIA	**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

Composed, recorded, and produced a music album