

Michael Lohr

Curriculum Vitae



Skills

Key Skills

- Software Development
- Product Management
- IoT Engineering
- Cloud Architecture
- Leadership
- Collaboration

Technical Skills

- Programming Languages: TypeScript, Python, Rust, C#, Java, C
- Web Technologies: ASPNet Core, Vue.js, React/Next.js, Tailwind, Nginx
- Databases: DynamoDB, MongoDB, PostgreSQL, Redis, InfluxDB, Microsoft Dataverse
- Cloud Technologies: Docker, Kubernetes, Terraform, CDKTF, Amazon Web Services

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Web

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in [michael-lohr](https://www.linkedin.com/in/michael-lohr)
🔗 [michidk](https://github.com/michidk)

Work Experience

STABL Energy

SENIOR CLOUD ARCHITECT

Aug 2023 – Present
Munich, Germany

STABL Energy develops smart, safe, reliable, and cost-effective battery storage systems.

- Building and leading the cloud engineering team, driving strategy and execution
- Designing and implementing scalable cloud systems for ingesting and analyzing near-real-time data
- Architecting and developing an IoT platform for remote battery storage management
- Leading development of embedded IoT devices (bare-metal & Linux) using Rust for edge computing
- Serving as Product Owner & Product Manager, overseeing product strategy and roadmap
- Assisting the Engineering Director and C-level with financial management and planning
- Leading the IT department as a strategic and technological sparring partner

STABL Energy

CLOUD ARCHITECT

Oct 2022 – Jul 2023
Munich, Germany

STABL Energy

CLOUD ENGINEER, WORKING STUDENT

Jan 2022 – Sep 2022
Munich, Germany

- Implemented a fault-tolerant and scalable monitoring/logging architecture using the AWS Cloud
- Developed embedded software to securely connect microcontrollers to the Cloud

Filics

PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS

Aug 2021 – Dec 2021
Garching, Germany

Filics is a robotic high-tech start-up that builds automated guided vehicles to handle the intralogistical material flow in warehouses.

- Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
- Researched and evaluated Cloud Computing solutions for robot/IoT appliances
- Implemented integrations for the Robot Operating System (ROS)
- Defined requirements, selected hardware, and installed wireless communication hardware

Amazon Web Services (AWS)

SOLUTIONS ARCHITECT INTERN

Oct 2020 – Feb 2021
Munich, Germany

Amazon Web Services offers reliable and scalable cloud computing services.

- Developed and delivered workshops on Machine Learning and Big Data in SaaS contexts
- Consulted Independent Software Vendors (ISVs) on AWS cloud offerings and architecture solutions
- Designed and implemented proof-of-concept cloud architectures for customers

Broken Vector UG

FOUNDER & MANAGING DIRECTOR

Jan 2017 – Jul 2020
Eichenau, Germany

Broken Vector developed and sold (Virtual Reality (VR)) software as well as 3D models in various online stores.

- Managed a team of three software developers and four 3D artists
- Developed a voxel-based VR design software that was published on the Steam and Oculus store
- Led product ideation and development from concept to market-ready software products
- Managed business and customer relations

TÜV SÜD Sec-IT

SOFTWARE DEVELOPER, WORKING STUDENT

Dec 2018 – Feb 2020

Munich, Germany

The Cyber Security department of TÜV SÜD creates pragmatic solutions to ensure security on various systems.

- Developed software modules for detecting security vulnerabilities in IT systems
- Designed and architected a distributed system for automated security vulnerability detection
- Deployed software solutions on Docker/Kubernetes platform in Microsoft Azure Cloud
- Led development of a Microsoft ASP.NET Core-based backend
- Developed microservices for large-scale email processing

Lohr, Jöstingmeier & Partner

DATA PROTECTION OFFICER

Jun 2018 – Present

Puchheim, Germany

Lohr, Jöstingmeier & Partner is a German law firm specializing in German and European intellectual property matters. I oversee the personal data protection strategy and ensure compliance with data protection laws.

Technical University of Munich

STUDENT TUTOR

Oct 2016 – Apr 2017

Garching, Germany

As a tutor for the course "Fundamentals of Programming", I taught students object-orientated programming in Java.

- Prepared and held lectures about programming to ~25 students
- Corrected exercises and exams

Lohr IT

OWNER

Dec 2015 – Present

Eichenau, Germany

Lohr IT is developing desktop software and web experiences.

- Building teams and managing software projects
- Developing web applications, API services and desktop software

Klinikum rechts der Isar der TU München

INTERNSHIP

Jul 2013 – Jul 2013

Munich, Germany

During the internship at the cancer research of 'Klinik und Poliklinik für Innere Medizin II', I mixed chemical compounds and prepared extracted organs for microscopic inspection.

Mammendorfer Institut für Physik und Medizin

INTERNSHIP

Jul 2012 – Jul 2012

Mammendorf, Germany

MIPM develops medical monitoring systems that are magnetic resonance imaging (MRI) compatible. I worked in the assembly and soldered circuit boards, produced electronic plugs, and prepared casings.

Education

Technical University of Munich

MASTER OF SCIENCE (M.SC.), INFORMATICS – SCORE: 1.6

2019 – 2022

Garching, Germany

The Department of Informatics at TUM is one of the largest and most renowned computer science departments in Germany, and the professors and teaching staff are experts in their respective fields. Students of the master's programs receive a top-level education and can tailor their program to focus in-depth on the topics that interest them most.

- Focused on Internet of Things and Cloud Computing
- In my master's thesis, I presented a novel IaC approach for platform-independent cloud architectures and a transpiler system to deploy to different cloud platforms without platform-specific knowledge (graded 1.0/A+)

Technical University of Munich

BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING – SCORE: 2.4

2015 – 2019

Garching, Germany

The 'Informatics: Games Engineering' bachelor's degree at TUM is a technically-oriented program for students interested in game development. Games production is a booming industry that is set to grow rapidly in the near future. This new technology is utilized in many industries, including engineering, construction, medicine, and education.

- Focused on Virtual Reality and Machine Learning in the field of human-computer interaction
- In my bachelor's thesis, I researched and developed new interaction methods between smartphones and Virtual Reality applications (graded 1.0/A+)

Obermenzinger Gymnasium

HIGHER EDUCATION ENTRANCE QUALIFICATION, ECONOMIC BRANCH – SCORE: 2.1

2007 – 2015

Munich, Germany

The Obermenzinger Gymnasium München is a state-approved economic and social science grammar school.

- Completed various additional computer science-related courses and activities
- Organized and gave a weekly programming course for other students

Josef-Dering-Grundschule

2007

Eichenau, Germany

Certifications

AWS Certified AI Practitioner AMAZON WEB SERVICES (AWS)	Dec 2024
Microsoft Certified: Azure AI Fundamentals MICROSOFT	May 2021
Microsoft Certified: Azure Fundamentals MICROSOFT	Apr 2021
AWS Certified Solutions Architect – Professional AMAZON WEB SERVICES (AWS)	Feb 2021
AWS Certified SysOps Administrator – Associate AMAZON WEB SERVICES (AWS)	Dec 2020 <i>expired</i>
AWS Certified Developer – Associate AMAZON WEB SERVICES (AWS)	Nov 2020 <i>expired</i>
DAAD English Language Certificate Level GER C1, UNiCert III, ALTE Level 4 TECHNICAL UNIVERSITY MUNICH	May 2020
AWS Certified Solutions Architect – Associate AMAZON WEB SERVICES (AWS)	May 2020
Machine Learning STANFORD UNIVERSITY	Jul 2017
Unity Certified Developer UNITY TECHNOLOGIES	Aug 2016 <i>expired</i>
LCCI English Language Certificate Level 2 for Business and Commerce LONDON CHAMBER OF COMMERCE AND INDUSTRY	Jul 2013
Apprenticeship as Multimedia Assistant (VBP) VERBAND BAYRISCHER PRIVATSCHULEN	Jul 2013

Volunteering

Akademischer Gesangverein München e.V. HEAD OF IT	Apr 2024 – Present Munich, Germany
<ul style="list-style-type: none">• Managing all IT systems used by employees, rental customers, and event guests• Administering the club's operations with 600+ members, its properties and assets, and eight musical ensembles in cooperation with 14 other board members	
Akademischer Gesangverein München e.V. BOARD MEMBER, TREASURER	Mar 2017 – Aug 2018 Munich, Germany
<ul style="list-style-type: none">• Managed all financial assets of the club itself and six musical ensembles• Administered the club together with seven other board members	
Akademischer Gesangverein München e.V. IT AND NETWORK ADMINISTRATOR	Dec 2016 – Present Munich, Germany
<ul style="list-style-type: none">• Developed and implemented a local network infrastructure supporting 200+ concurrent users• Designed and deployed a Kubernetes-based cluster for web-based infrastructure and applications	

Personal Interests

- Contributing to OSS Projects, Writing Technical Blog Posts, Cloud Technologies, Game Development
- Electronics, Building Drones, Home Automation, 3D Printing
- Technical Diving, Skiing, Climbing, Tennis, Board Games