Michael Lohr

Summary

· Software Development

Résumé

Passionate about software development and design, web technologies, distributed systems & IoT, all things containers, DevOps, and game development.

IoT Engineering

· Cloud Architecture

80336 Munich Germany

Contact

Address Lessinastr. 5

(+49) 176 8570 6626

™ michael@lohr.dev

Weh

www.lohr.dev

michael-lohr

Munich, Germany

Jan 2025 - Present

Oct 2022 - Jul 2023

Dec 2015 - Present

Garching, Germany

Dec 2020

Nov 2020

May 2020

Munich, Germany

Munich, Germany

· Product Management Technical Skills

Skills

Key Skills

Programming Languages: TypeScript, Python, Rust, C#, Java, C

· Web Technologies: ASP.Net 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

Work Experience

STABL Energy HEAD OF CLOUD & IT

· Building, managing and leading the cloud engineering team, driving strategy and execution

Serving as Product Owner & Product Manager, overseeing product strategy and roadmap

Aug 2023 - Dec 2024 SENIOR CLOUD ARCHITECT Munich, Germany

Leadership

· Collaboration

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

STABL Energy

CLOUD ARCHITECT STABL Energy Jan 2022 - Sep 2022

CLOUD ENGINEER, WORKING STUDENT

Implemented a fault-tolerant and scalable monitoring/logging architecture using the AWS Cloud

Developed embedded software to securely connect microcontrollers to the Cloud

Filics Aug 2021 - Dec 2021 PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS Garching, Germany

· Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud

Researched and evaluated Cloud Computing solutions for robot/IoT appliances

Oct 2020 - Feb 2021 Amazon Web Services (AWS) Munich, Germany

SOLUTIONS ARCHITECT INTERN • 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

Jan 2017 - Jul 2020 **FOUNDER & MANAGING DIRECTOR** Eichenau, Germany

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

TÜV SÜD Sec-IT Dec 2018 - Feb 2020 SOFTWARE DEVELOPER. WORKING STUDENT Munich, Germany

Developed software modules for detecting security vulnerabilities in IT systems

• Designed and architected a distributed system for automated security vulnerability detection

Lohr IT

Eichenau, Germany

· Building teams and managing software projects

· Developing web applications, API services and desktop software

Education

Technical University of Munich 2019 - 2022MASTER OF SCIENCE (M.SC.), INFORMATICS - SCORE: 1.6 Garching, Germany

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 platformspecific knowledge (graded 1.0/A+)

Technical University of Munich 2015 - 2019

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

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+)

Certifications

AWS Certified Developer - Associate

VERBAND BAYRISCHER PRIVATSCHULEN

AWS Certified Solutions Architect - Professional Feb 2021

AMAZON WEB SERVICES (AWS)

AWS Certified SysOps Administrator - Associate AMAZON WEB SERVICES (AWS)

AMAZON WEB SERVICES (AWS)

DAAD English Language Certificate Level GER C1, UNIcert III, ALTE Level 4

TECHNICAL UNIVERSITY MUNICH

LCCI English Language Certificate Level 2 for Business and Commerce Jul 2013

LONDON CHAMBER OF COMMERCE AND INDUSTRY

Jul 2013 Apprenticeship as Multimedia Assistant (VBP)

MICHAELLOHR · RÉSUMÉ