

Michael Lohr

Résumé

Summary

I lead the design and development of scalable systems, specializing in AWS cloud architecture, distributed systems, IoT, DevOps & software architecture.
Passionate about driving innovation and building impactful technology.

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: ASP.NET Core, Vue.js, React/Next.js, Tailwind, Nginx
- Databases: DynamoDB, MongoDB, PostgreSQL, Redis, InfluxDB, Microsoft Dataverse
- Cloud Technologies: Docker, Terraform, CDKTF, Amazon Web Services

Work Experience

STABL Energy HEAD OF CLOUD & IT	Jan 2025 – Present Munich, Germany
STABL Energy SENIOR CLOUD ARCHITECT & TEAM LEAD <ul style="list-style-type: none">• 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 Munich, Germany
STABL Energy CLOUD ARCHITECT & TEAM LEAD <ul style="list-style-type: none">• 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	Oct 2022 – Jul 2023 Munich, Germany
STABL Energy CLOUD ENGINEER, WORKING STUDENT <ul style="list-style-type: none">• Implemented a fault-tolerant and scalable monitoring/logging architecture using the AWS Cloud• Developed embedded software to securely connect microcontrollers to the Cloud	Jan 2022 – Sep 2022 Munich, Germany
Amazon Web Services (AWS) SOLUTIONS ARCHITECT INTERN <ul style="list-style-type: none">• 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	Oct 2020 – Feb 2021 Munich, Germany
Broken Vector UG FOUNDER & MANAGING DIRECTOR <ul style="list-style-type: none">• 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	Jan 2017 – Jul 2020 Eichenau, Germany
Lohr IT OWNER <ul style="list-style-type: none">• Building teams and managing software projects• Developing web applications, API services and desktop software	Dec 2015 – Present Eichenau, Germany

Education

Technical University of Munich MASTER OF SCIENCE (M.SC.), INFORMATICS – SCORE: 1.6 <ul style="list-style-type: none">• 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+)	2019 – 2022 Garching, Germany
Technical University of Munich BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING – SCORE: 2.4 <ul style="list-style-type: none">• 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+)	2015 – 2019 Garching, Germany

Certifications

Leading in Coaching Mode TROODI	Jun 2025
Leadership Development TROODI	Jul 2024
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>
AWS Certified Solutions Architect – Associate AMAZON WEB SERVICES (AWS)	May 2020

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