




Michael Lohr

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Networks
michael-lohr 
michidk 

Skills

- Software Development
- Game Development
- Solutions Architecture
- Problem-solving
- Project Management
- Collaboration
- Programming Languages: C#, Java, JavaScript, Python, Rust
- Web Frameworks: ASP.NET Core, Play Framework, Vue.js, Flask
- Web Technologies: REST, Websockets, HTML, (S)CSS, Apache2, Nginx
- Databases: MySQL, MSSQL, MongoDB, Redis, PostgreSQL, InfluxDB
- Cloud technologies: Docker, Kubernetes, Amazon Web Services

Work Experience

- STABL Energy GmbH** Okt 2022 — Present
SENIOR CLOUD ARCHITECT Munich
- Building up and managing the cloud team at STABL
 - Designing and implementing a cloud-based system to ingest and analyze large amounts of near-realtime data
- STABL Energy GmbH** Jan 2022 — Sep 2022
CLOUD ARCHITECT, WORKING STUDENT Munich
- Planned and implemented a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
- Filics GmbH** Aug 2021 — Dec 2021
PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS Garching
- Developed a logging/monitoring architecture to monitor the robot fleets
- Lohr IT** Dec 2015 — Present
OWNER Eichenau
- Building teams and managing software projects
 - Developing web applications and container-based backend software
- Amazon Web Services EMEA SARL** Oct 2020 — Feb 2021
SOLUTIONS ARCHITECT INTERN Munich
- Worked on different workshops covering topics like Machine Learning and Big Data in the SaaS context
 - Directly consulted customers about AWS's cloud offerings and proposed architectures
 - Built proof of concepts of cloud architectures for customers
- TÜV SÜD Sec-IT GmbH** Dec 2018 — Feb 2020
SOFTWARE DEVELOPER, WORKING STUDENT Munich
- Planned and designed the architecture of a distributed system for the automated detection of security vulnerabilities
 - Lead the development of a Microsoft ASP.NET Core-based backend
 - Developed microservices to handle large-scale email traffic
- Broken Vector UG** Jan 2017 — Jul 2020
FOUNDER & MANAGING DIRECTOR Eichenau
- Managed a team of three software developers and four artists
 - Developed a voxel-based VR design software that was published on the Steam and Oculus store
 - Managed and developed new product ideas, prototypes, and final software products
- Technical University Munich** Oct 2016 — Apr 2017
STUDENT TUTOR Garching
- Prepared and held lectures about programming to ~25 students; Corrected exercises and exams

Education

- Technical University Munich** 2019 — 2022
MASTER OF SCIENCE (M.SC.), INFORMATICS Garching
- Focused on Internet of Things and Cloud Computing
 - In my master's thesis, I presented a novel IaC approach to formulate platform-independent cloud architectures and a transpiler system to deploy to different cloud platforms without platform-specific knowledge (graded 1.0/A+)
- Technical University Munich** 2015 — 2019
BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING Garching
- Focused on Virtual Reality and Machine Learning in the field of Human-computer interaction (HCI)
 - Wrote my bachelor's thesis about using smartphones to interact with Virtual Reality (graded 1.0/A+)

Certifications

- AWS Certified Solutions Architect – Professional** Jan 2027
AMAZON WEB SERVICES
- AWS Certified Developer – Associate** Nov 2020
AMAZON WEB SERVICES
- AWS Certified SysOps Administrator – Associate** Dec 2020
AMAZON WEB SERVICES
- DAAD English Language Certificate Level GER C1, UNICert III, ALTE Level 4** May 2020
TECHNICAL UNIVERSITY MUNICH