Michael Lohr

Curriculum Vitae

Address Zweigstraße 31 82223 Eichenau Germany

Skills

Key Skills

 Software Development • Game Development

Solutions Architecture

Machine Learning

Project Management

Teamwork

Contact (+49) 176 85706626

michael@lohr-ffb.de

Technical Skills

· Programming Languages: C#, Java, JavaScript, Python, Rust

• Web Frameworks: ASP.NET Core, Play Framework, Vue.is, Flask

• Web Technologies: REST, Websockets, HTML, (S)CSS, Apache2, Nginx

Databases: MySQL, MSSQL, MongoDB, Redis, PostgreSQL, InfluxDB

• Cloud technologies: Docker, Kubernetes, Amazon Web Services

• Game Development: Unity3D, Godot, OpenTK, Three.js

• Operating Systems: Microsoft Windows, Debian, Ubuntu, Manjaro

Networks

michael-lohr in

michidk (?)

Work Experience

Lohr, Jöstingmeier & Partner

Jun 2018 — Present

Puchheim

DATA PROTECTION OFFICER Lohr, Jöstingmeier & Partner is a German law firm specializing in German and European intellectual property matters.

Overseeing the personal data protection strategy and ensuring compliance with data protection laws (GD-PR/DSGVO, BDSG, and BayDSG)

Lohr IT Dec 2015 — Present OWNER Eichenau

Lohr IT is developing software and web experiences.

- Building teams and managing software projects
- · Developing front end and back end software
- Developing web and container-based applications
- Maintaining Linux-based servers for Webhosting and other applications

Amazon Web Services EMEA SARL

Oct 2020 — Feb 2021

Munich

SOLUTIONS ARCHITECT INTERN

Amazon Web Services offers reliable, scalable, and inexpensive cloud computing services.

- Worked on different workshops covering topics like Machine Learning and Big Data in the SaaS context
- Directly consulted ISVs about AWS's cloud offerings and proposed architectures
- Built proof of concepts of architectures in the AWS cloud for customers

TÜV SÜD Sec-IT GmbH

Dec 2018 — Feb 2020

Eichenau

Munich

SOFTWARE DEVELOPER, WORKING STUDENT

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

- · Planned and designed the architecture of distributed systems for the automated detection of security vulnerabilities
- Developed and deployed software on a Docker/Kubernetes-based platform in the Microsoft Azure Cloud
- Lead the development of a Microsoft ASP.NET Core-based back end

Broken Vector UG Jan 2017 — Jul 2020 FOUNDER & MANAGING DIRECTOR

Broken Vector sells and develops (VR-) software and 3D models on various online stores.

- 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
- Managed business and customer relations

Technical University Munich

STUDENT TUTOR

Oct 2016 — Apr 2017

As a tutor of 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

Education

Technical University Munich

2019 — Present

MASTER OF SCIENCE (M.SC.), INFORMATICS

Garching

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.

- Focusing on distributed systems and cloud computing.
- Expected completion: 2022

Technical University Munich

2015 - 2019

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

Garching

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 (HCI)
- Wrote my bachelor's thesis about using smartphones to interact with Virtual Reality (graded A+)

Obermenzinger Gymnasium

2007 - 2015

ALLGEMEINE HOCHSCHULREIFE (HIGHER EDUCATION ENTRANCE QUALIFICATION)

Munich

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

- I completed various additional computer science-related courses and activities.
- I organized and gave a weekly programming course for other pupils.

Josef-Dering-Grundschule

Until 2007

Elementary/primary school

Certifications	
Azure Fundamentals	Apr 2021
MICROSOFT	
AWS Certified Solutions Architect – Professional AMAZON WEB SERVICES	Feb 2021
AWS Certified Solutions Architect – Associate AMAZON WEB SERVICES	Feb 2021
AWS Certified Developer – Associate AMAZON WEB SERVICES	Nov 2020
AWS Certified SysOps Administrator – Associate AMAZON WEB SERVICES	Dec 2020
DAAD English Language Certificate Level GER C1, UNIcert III, ALTE Level 4 TECHNICAL UNIVERSITY MUNICH	May 2020
Google Cloud Platform: Baseline: Data, ML, AI GOOGLE	Nov 2019
Advanced Topics in Procedural Content Generation IT UNIVERSITY OF COPENHAGEN	Aug 2019
Machine Learning STANFORD UNIVERSITY	Jul 2017
Fundamentals of Digital Marketing GOOGLE	Oct 2016
Unity Certified Developer UNITY TECHNOLOGIES	Aug 2016 expired
Apprenticeship as Multimedia Assistant (VBP) VERBAND BAYRISCHER PRIVATSCHULEN	Jul 2013

LONDON CHAMBER OF COMMERCE AND INDUSTRY

Volunteer Experience

Akademischer Gesangverein München e.V.

2016 — Present Munich

IT AND NETWORK ADMINISTRATOR

- Developed a local network infrastructure supporting more than 200 concurrent users
- Architectured and developed a Kubernetes-based cluster for web-based infrastructure and applications

Akademischer Gesangverein München e.V.

Mar 2017 — Aug 2018 Munich

BOARD MEMBER, TREASURER

- Managed 30.000 Euro of financial assets of the club itself and six musical ensembles
- Administrated the club together with seven other board members