

Michael Lohr

Curriculum Vitae

Skills

Key Skills

- Software Development
- Project Management
- IoT Engineering
- Problem-solving
- Cloud Architecture
- Collaboration

Technical Skills

- Programming Languages: C#, Java, JavaScript, Typescript, Python, Rust
- Web Technologies: ASP.Net Core, Vue.js, Next.js, HTML/SCSS, Nginx
- Databases: SQL, MongoDB, Redis, InfluxDB, Microsoft Dataverse
- Cloud Technologies: Docker, Kubernetes, Terraform, Amazon Web Services

Work Experience

STABL Energy

SOLUTIONS/CLOUD ARCHITECT

- Building and leading the cloud team from the ground up
- Designing and implementing a cloud-based system to ingest and analyze large amounts of near-realtime data

Oct 2022 – Present

Munich, Germany

Lohr IT

OWNER

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

Dec 2015 – Present

Eichenau, Germany

STABL Energy

CLOUD DEVELOPER, WORKING STUDENT

- Planned and implemented a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
- Developed software to securely connect microcontrollers to the Cloud

Jan 2022 – Sep 2022

Munich, Germany

Filics

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

- Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
- Researched different Cloud Computing solutions for robot/IoT appliances

Aug 2021 – Dec 2021

Garching, Germany

Amazon Web Services (AWS)

SOLUTIONS ARCHITECT INTERN

- Worked on different workshops covering topics like Machine Learning and Big Data in the SaaS context
- Directly consulted Independent Software Vendors (ISVs) about AWS's cloud offerings and proposed architectures

Oct 2020 – Feb 2021

Munich, Germany

Broken Vector UG

FOUNDER & MANAGING DIRECTOR

- 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

TÜV SÜD Sec-IT

SOFTWARE DEVELOPER, WORKING STUDENT

- Developed software modules to detect security flaws in IT systems
- Planned and designed the architecture of a distributed system for the automated detection of security vulnerabilities

Dec 2018 – Feb 2020

Munich, Germany

Education

Technical University of Munich

INFORMATICS – SCORE: 1.6

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 to formulate platform-independent cloud architectures and a transpiler system to deploy to different cloud platforms without platform-specific knowledge (graded 1.0/A+)

Dec 2019 – Dec 2022

Garching, Germany

Technical University of Munich

INFORMATICS: GAMES ENGINEERING – SCORE: 2.4

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
- Wrote my bachelor's thesis about using smartphones to interact with Virtual Reality (graded 1.0/A+)

Dec 2015 – Dec 2019

Garching, Germany

Certifications

AWS Certified Solutions Architect – Professional

AMAZON WEB SERVICES (AWS)

Feb 2021

AWS Certified SysOps Administrator – Associate

AMAZON WEB SERVICES (AWS)

Dec 2020

expired

AWS Certified Developer – Associate

AMAZON WEB SERVICES (AWS)

Nov 2020

expired

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

TECHNICAL UNIVERSITY MUNICH

May 2020

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