



Michael Lohr

Skills

- Software Development
- Game Development
- Solutions Architecture
- Machine Learning
- Project Management
- Teamwork
- 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

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Germany

Contact
(+49) 176 85706626 
michael@lohr-ffb.de 

Networks
michael-lohr 
michidk 

Work Experience

Lohr IT

OWNER

Dec 2015 — Present
Eichenau

- 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

SOLUTIONS ARCHITECT INTERN

Oct 2020 — Feb 2021
Munich

- 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

SOFTWARE DEVELOPER, WORKING STUDENT

Dec 2018 — Feb 2020
Munich

- 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

FOUNDER & MANAGING DIRECTOR

Jan 2017 — Jul 2020
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
- Managed business and customer relations

Technical University Munich

STUDENT TUTOR

Oct 2016 — Apr 2017
Garching

- Prepared and held lectures about programming to 25 students; Corrected exercises and exams

Education

Technical University Munich

MASTER OF SCIENCE (M.SC.), INFORMATICS

2019 — Present
Garching

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

Technical University Munich

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

2015 — 2019
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 A+)

Certifications

AWS Certified Solutions Architect – Professional

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

Volunteer Experience

Akademischer Gesangverein München e.V.

IT AND NETWORK ADMINISTRATOR

2016 — Present
Munich

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