

# Michael Lohr

## Curriculum Vitae



## Skills

### Key Skills

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



### Technical Skills

- 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
- Game Development: Unity3D, Godot, OpenTK, Three.js
- Operating Systems: Microsoft Windows, Debian, Ubuntu, Manjaro



### Address

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Germany

### Contact

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### Networks

michael-lohr   
michidk 

## Work Experience

### Lohr, Jöstingmeier & Partner

DATA PROTECTION OFFICER

Jun 2018 — Present  
Puchheim

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

OWNER

Dec 2015 — Present  
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

SOLUTIONS ARCHITECT INTERN

Oct 2020 — Feb 2021  
Munich

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

SOFTWARE DEVELOPER, WORKING STUDENT

Dec 2018 — Feb 2020  
Munich

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

FOUNDER & MANAGING DIRECTOR

Jan 2017 — Jul 2020  
Eichenau

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

Garching

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

MASTER OF SCIENCE (M.SC.), INFORMATICS

2019 — Present

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

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

2015 — 2019

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

ALLGEMEINE HOCHSCHULREIFE (HIGHER EDUCATION ENTRANCE QUALIFICATION)

2007 — 2015

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 held a weekly programming tutorial for other pupils.

### Josef-Dering-Grundschule

Elementary/primary school

Until 2007

## Certifications

### Azure AI Fundamentals

MICROSOFT

May 2021

### Azure Fundamentals

MICROSOFT

Apr 2021

### 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

**LCCI English Language Certificate Level 2 for Business and Commerce**

LONDON CHAMBER OF COMMERCE AND INDUSTRY

Jul 2013

## 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

**Akademischer Gesangverein München e.V.**

BOARD MEMBER, TREASURER

Mar 2017 — Aug 2018

Munich

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

## Personal Interests

- Programming, Cloud Technologies, Game Development, Electronics, Drones
- Diving, Skiing, Climbing, Table Tennis, Board Games