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
JUNIOR CLOUD ARCHITECT Munich

- Designing and implementing a Cloud-based system to ingest and analyze large amounts of near-realtime data
- Developing a platform to remotely control battery storage system deployments
- Overseeing the development of cloud-connected edge devices
- Managing enterprise software and network solutions for the different departments

STABL Energy GmbH Jan 2022 — Sep 2022
CLOUD ARCHITECT, WORKING STUDENT Munich

- Planned a fault-tolerant and scalable monitoring/logging architecture based on the AWS Cloud
- Developed software to connect microcontrollers to the Cloud in a secure way

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
- Developed integrations for the Robot Operating System (ROS)

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 ISVs about AWS's cloud offerings and proposed architectures
- Built proof of concepts of Cloud architectures using the AWS offering 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
- Deployed software on a Docker/Kubernetes-based platform in the Microsoft Azure Cloud
- Lead the development of a Microsoft ASP.NET Core-based backend
- Developed microservices to handle large-scale Email traffic and modules to detect security flaws in IT systems

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
- Managed business and customer relations

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 generic cloud architecture format and transpiler software 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 Feb 2021
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