Michael Lohr

Résumé

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Networks
michael-lohr in
michidk ⌂

„Because a Great Idea Is Never Enough "

Summary

Passionate about software development and design, web technologies, distributed systems, containers, DevOps, and game development.

Skills

Key Skills

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

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   2019 — Present
MASTER OF SCIENCE (M.SC.), INFORMATICS   Garching
- Focusing on distributed systems and cloud computing.
- Expected completion: 2022

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 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

Unity Certified Developer   Aug 2016
UNITY TECHNOLOGIES   *expired*

Apprenticeship as Multimedia Assistant (VBP)   Jul 2013
VERBAND BAYRISCHER PRIVATSCHULEN

LCCI English Language Certificate Level 2 for Business and Commerce   Jul 2013
LONDON CHAMBER OF COMMERCE AND INDUSTRY

Volunteer Experience

Akademischer Gesangverein München e.V.   2016 — Present
IT AND NETWORK ADMINISTRATOR   Munich
- 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
BOARD MEMBER, TREASURER   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