



Michael Lohr

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

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Networks
michael-lohr 
michidk 

Work Experience

STABL Energy GmbH

JUNIOR SOLUTIONS ARCHITECT

Okt 2022 — Present
Munich

- Building up and managing the cloud team at STABL
- Designing and implementing a cloud-based system to ingest and analyze large amounts of near-realtime data

STABL Energy GmbH

CLOUD ARCHITECT, WORKING STUDENT

Jan 2022 — Sep 2022
Munich

- Planned and implemented a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud

Filics GmbH

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

Aug 2021 — Dec 2021
Garching

- Developed a logging/monitoring architecture to monitor the robot fleets

Lohr IT

OWNER

Dec 2015 — Present
Eichenau

- Building teams and managing software projects
- Developing web applications and container-based backend software

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 customers about AWS's cloud offerings and proposed architectures
- Built proof of concepts of cloud architectures for customers

TÜV SÜD Sec-IT GmbH

SOFTWARE DEVELOPER, WORKING STUDENT

Dec 2018 — Feb 2020
Munich

- Planned and designed the architecture of a distributed system for the automated detection of security vulnerabilities
- Lead the development of a Microsoft ASP.NET Core-based backend
- Developed microservices to handle large-scale email traffic

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

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 — 2022
Garching

- 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+)

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 1.0/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