

# Michael Lohr

Résumé

## Summary

I lead the design and development of scalable systems, specializing in AWS cloud architecture, distributed systems, IoT, DevOps & software architecture.

Passionate about driving innovation and building impactful technology.

## Skills

### Key Skills

- Software Development
- Product Management
- IoT Engineering
- Cloud Architecture
- Leadership
- Collaboration

### Technical Skills

- Programming Languages: TypeScript, Python, Rust, C#, Java, C
- Web Technologies: ASP.NET Core, Vue.js, React/Next.js, Tailwind, Nginx
- Databases: DynamoDB, MongoDB, PostgreSQL, Redis, InfluxDB, Microsoft Dataverse
- Cloud Technologies: Docker, Terraform, CDKTF, Amazon Web Services

## Work Experience

### STABL Energy

HEAD OF CLOUD & IT

Jan 2025 – Present

Munich, Germany

### STABL Energy

SENIOR CLOUD ARCHITECT & TEAM LEAD

Aug 2023 – Dec 2024

Munich, Germany

- Building, managing and leading the cloud engineering team, driving strategy and execution
- Serving as Product Owner & Product Manager, overseeing product strategy and roadmap

### STABL Energy

CLOUD ARCHITECT & TEAM LEAD

Oct 2022 – Jul 2023

Munich, Germany

- Designing and implementing scalable cloud systems for ingesting and analyzing near-real-time data
- Architecting and developing an IoT platform for remote battery storage management

### STABL Energy

CLOUD ENGINEER, WORKING STUDENT

Jan 2022 – Sep 2022

Munich, Germany

- Implemented a fault-tolerant and scalable monitoring/logging architecture using the AWS Cloud
- Developed embedded software to securely connect microcontrollers to the Cloud

### Amazon Web Services (AWS)

SOLUTIONS ARCHITECT INTERN

Oct 2020 – Feb 2021

Munich, Germany

- Developed and delivered workshops on Machine Learning and Big Data in SaaS contexts
- Consulted Independent Software Vendors (ISVs) on AWS cloud offerings and architecture solutions

### Broken Vector UG

FOUNDER & MANAGING DIRECTOR

Jan 2017 – Jul 2020

Eichenau, Germany

- Managed a team of three software developers and four 3D artists
- Developed a voxel-based VR design software that was published on the Steam and Oculus store

### Lohr IT

OWNER

Dec 2015 – Present

Eichenau, Germany

- Building teams and managing software projects
- Developing web applications, API services and desktop software

## Education

### Technical University of Munich

2019 – 2022

Garching, Germany

MASTER OF SCIENCE (M.SC.), INFORMATICS – SCORE: 1.6

- Focused on Internet of Things and Cloud Computing
- In my master's thesis, I presented a novel IaC approach for platform-independent cloud architectures and a transpiler system to deploy to different cloud platforms without platform-specific knowledge (graded 1.0/A+)

### Technical University of Munich

2015 – 2019

Garching, Germany

BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING – SCORE: 2.4

- Focused on Virtual Reality and Machine Learning in the field of human-computer interaction
- In my bachelor's thesis, I researched and developed new interaction methods between smartphones and Virtual Reality applications (graded 1.0/A+)

## Certifications

### Leading in Coaching Mode

Jun 2025

TROODI

### Leadership Development

Jul 2024

TROODI

### AWS Certified Solutions Architect – Professional

Feb 2021

AMAZON WEB SERVICES (AWS)

### AWS Certified SysOps Administrator – Associate

Dec 2020

expired

AMAZON WEB SERVICES (AWS)

### AWS Certified Developer – Associate

Nov 2020

expired

AMAZON WEB SERVICES (AWS)

### AWS Certified Solutions Architect – Associate

May 2020

AMAZON WEB SERVICES (AWS)