Michael Lohr

Résumé

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Germany

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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
- Problem-solving
- Collaboration

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

STABL Energy GmbH
SENIOR CLOUD 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
- Architecting a platform to control battery storage systems remotely
- Leading the development of FreeRTOS-based IoT devices written in Rust
- Managing enterprise software and network solutions for the different departments

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
- Developed software to securely connect microcontrollers to the 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
- Developed integrations for the Robot Operating System (ROS)
- Investigated different Cloud Computing solutions for robot/IoT appliances
- Worked out requirements, hardware selection, and installation of wireless communication hardware

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
- Developed software modules to detect security flaws in IT systems
- Deployed software on a Docker/Kubernetes-based platform in the Microsoft Azure Cloud

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
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

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
- 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