

# Michael Lohr

Curriculum Vitae

## 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, Kubernetes, Terraform, CDKTF, Amazon Web Services

## Work Experience

<b>STABL Energy</b> SENIOR CLOUD ARCHITECT	Aug 2023 – Present Munich, Germany
<ul style="list-style-type: none"><li>• Building and leading the cloud engineering team from the ground up, driving strategy and execution</li><li>• Designing scalable cloud systems for ingesting and analyzing near-real-time data</li></ul>	
<b>STABL Energy</b> CLOUD ARCHITECT	Oct 2022 – Jul 2023 Munich, Germany
<b>STABL Energy</b> CLOUD ENGINEER, WORKING STUDENT	Jan 2022 – Sep 2022 Munich, Germany
<ul style="list-style-type: none"><li>• Implemented a fault-tolerant and scalable monitoring/logging architecture using the AWS Cloud</li><li>• Developed embedded software to securely connect microcontrollers to the Cloud</li></ul>	
<b>Filics</b> PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS	Aug 2021 – Dec 2021 Garching, Germany
<ul style="list-style-type: none"><li>• Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud</li><li>• Researched different Cloud Computing solutions for robot/IoT appliances</li></ul>	
<b>Amazon Web Services (AWS)</b> SOLUTIONS ARCHITECT INTERN	Oct 2020 – Feb 2021 Munich, Germany
<ul style="list-style-type: none"><li>• Worked on different workshops covering topics like Machine Learning and Big Data in the SaaS context</li><li>• Directly consulted Independent Software Vendors (ISVs) about AWS's cloud offerings and proposed architectures</li></ul>	
<b>Broken Vector UG</b> FOUNDER & MANAGING DIRECTOR	Jan 2017 – Jul 2020 Eichenau, Germany
<ul style="list-style-type: none"><li>• Managed a team of three software developers and four 3D artists</li><li>• Developed a voxel-based VR design software that was published on the Steam and Oculus store</li></ul>	
<b>TÜV SÜD Sec-IT</b> SOFTWARE DEVELOPER, WORKING STUDENT	Dec 2018 – Feb 2020 Munich, Germany
<ul style="list-style-type: none"><li>• Developed software modules to detect security flaws in IT systems</li><li>• Planned and designed the architecture of a distributed system for the automated detection of security vulnerabilities</li></ul>	
<b>Lohr IT</b> OWNER	Dec 2015 – Present Eichenau, Germany
<ul style="list-style-type: none"><li>• Building teams and managing software projects</li><li>• Developing web applications, API services and desktop software</li></ul>	

## Education

<b>Technical University of Munich</b> MASTER OF SCIENCE (M.SC.), INFORMATICS – SCORE: 1.6	2019 – 2022 Garching, Germany
The Department of Informatics at TUM is one of the largest and most renowned computer science departments in Germany, and the professors and teaching staff are experts in their respective fields. Students of the master's programs receive a top-level education and can tailor their program to focus in-depth on the topics that interest them most.	
<ul style="list-style-type: none"><li>• Focused on Internet of Things and Cloud Computing</li><li>• 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+)</li></ul>	
<b>Technical University of Munich</b> BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING – SCORE: 2.4	2015 – 2019 Garching, Germany
The 'Informatics: Games Engineering' bachelor's degree at TUM is a technically-oriented program for students interested in game development. Games production is a booming industry that is set to grow rapidly in the near future. This new technology is utilized in many industries, including engineering, construction, medicine, and education.	
<ul style="list-style-type: none"><li>• Focused on Virtual Reality and Machine Learning in the field of human-computer interaction</li><li>• Wrote my bachelor's thesis about using smartphones to interact with Virtual Reality (graded 1.0/A+)</li></ul>	

## Certifications

<b>AWS Certified Solutions Architect – Professional</b> AMAZON WEB SERVICES (AWS)	Feb 2021
<b>AWS Certified SysOps Administrator – Associate</b> AMAZON WEB SERVICES (AWS)	Dec 2020 <i>expired</i>
<b>AWS Certified Developer – Associate</b> AMAZON WEB SERVICES (AWS)	Nov 2020 <i>expired</i>
<b>DAAD English Language Certificate Level GER C1, UNICert III, ALTE Level 4</b> TECHNICAL UNIVERSITY MUNICH	May 2020

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