## Aichael Lohr

Summary

· Software Development

· Product Management

Skills

Technical Skills

**Key Skills** 

Curriculum Vitae

Passionate about software development and design, web technologies, distributed systems & IoT, all things containers, DevOps, and game development

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Contact

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www.lohr.dev

Dec 2015 - Present

2019 - 2022

Garching, Germany

Dec 2024

Feb 2021

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Weh

· 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

**STABL Energy** Aug 2023 - Present SENIOR CLOUD ARCHITECT Munich, Germany

Leadership

· Collaboration

Building and leading the cloud engineering team from the ground up, driving strategy and execution

· IoT Engineering

· Cloud Architecture

· Designing scalable cloud systems for ingesting and analyzing near-real-time data

STABL Energy Oct 2022 - Jul 2023 CLOUD ARCHITECT Munich, Germany

STABL Energy Jan 2022 - Sep 2022 CLOUD ENGINEER, WORKING STUDENT 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

**Filics** Aug 2021 - Dec 2021 PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS Garching, Germany

Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
Researched different Cloud Computing solutions for robot/IoT appliances

Amazon Web Services (AWS)

Oct 2020 - Feb 2021 SOLUTIONS ARCHITECT INTERN Munich, Germany

Worked on different workshops covering topics like Machine Learning and Big Data in the SaaS context

Directly consulted Independent Software Vendors (ISVs) about AWS's cloud offerings and proposed architectures

**Broken Vector UG** Jan 2017 - Jul 2020 FOUNDER & MANAGING DIRECTOR 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

TÜV SÜD Sec-IT Dec 2018 - Feb 2020 SOFTWARE DEVELOPER, WORKING STUDENT Munich, Germany

Developed software modules to detect security flaws in IT systems

Planned and designed the architecture of a distributed system for the automated detection of security vulnerabilities

Lohr IT

OWNER Eichenau, Germany · Building teams and managing software projects

Developing web applications, API services and desktop software

Education

MASTER OF SCIENCE (M.SC.), INFORMATICS - SCORE: 1.6 Garching, Germany

· 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 of Munich 2015 - 2019

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

• Wrote my bachelor's thesis about using smartphones to interact with Virtual Reality (graded 1.0/A+)

Certifications

**Technical University of Munich** 

AMAZON WEB SERVICES (AWS)

**AWS Certified Solutions Architect - Professional** 

AMAZON WEB SERVICES (AWS)

AWS Certified SysOps Administrator - Associate

**AWS Certified AI Practitioner** 

Dec 2020 AMAZON WEB SERVICES (AWS) expired

AWS Certified Developer - Associate Nov 2020

AMAZON WEB SERVICES (AWS) DAAD English Language Certificate Level GER C1, UNIcert III, ALTE Level 4 May 2020

TECHNICAL UNIVERSITY MUNICH

Jul 2013

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

Apprenticeship as Multimedia Assistant (VBP) Jul 2013

VERBAND BAYRISCHER PRIVATSCHULEN