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 IoT Engineering

· Product Management · Cloud Architecture Leadership

· Collaboration

Address Lessingstr. 5 80336 Munich

Germany

Contact

Weh

(+49) 176 8570 6626

michael@lohr.dev

www.lohr.dev

michael-lohr

nichidk

Munich, Germany

Munich, Germany

Munich, Germany

Dec 2015 - Present

Eichenau, Germany

2019 - 2022

Garching, Germany

Garching, Germany

Jun 2025

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 Jan 2025 - Present

HEAD OF CLOUD & IT

OWNER

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 Aug 2023 - Dec 2024 SENIOR CLOUD ARCHITECT 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

Oct 2022 - Jul 2023 CLOUD ARCHITECT Munich, Germany

STABL Energy

STABL Energy Jan 2022 - Sep 2022

CLOUD ENGINEER. WORKING STUDENT

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

Oct 2020 - Feb 2021 Amazon Web Services (AWS)

SOLUTIONS ARCHITECT INTERN 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 Jan 2017 - Jul 2020 Eichenau, Germany

FOUNDER & MANAGING DIRECTOR 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

· Building teams and managing software projects

· Developing web applications, API services and desktop software

Education

Technical University of Munich

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

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

TROOD

Leadership Development Jul 2024

TROODI

AWS Certified Solutions Architect - Professional Feb 2021

AMAZON WEB SERVICES (AWS)

AWS Certified SysOps Administrator - Associate Dec 2020 AMAZON WEB SERVICES (AWS) expired

AWS Certified Developer - Associate

AMAZON WEB SERVICES (AWS) expired

May 2020 AWS Certified Solutions Architect – Associate AMAZON WEB SERVICES (AWS)