

# Michael Lohr

Curriculum Vitae

## Summary

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

## 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

### STABL Energy

SENIOR CLOUD ARCHITECT

- Building and leading the cloud engineering team, driving strategy and execution
- Designing and implementing scalable cloud systems for ingesting and analyzing near-real-time data

Aug 2023 – Present

Munich, Germany

### STABL Energy

CLOUD ARCHITECT

Oct 2022 – Jul 2023

Munich, Germany

### STABL Energy

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

Jan 2022 – Sep 2022

Munich, Germany

### Filics

PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS

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

Aug 2021 – Dec 2021

Garching, Germany

### 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

Oct 2020 – Feb 2021

Munich, Germany

### Broken Vector UG

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

Jan 2017 – Jul 2020

Eichenau, Germany

### TÜV SÜD Sec-IT

SOFTWARE DEVELOPER, WORKING STUDENT

- Developed software modules for detecting security vulnerabilities in IT systems
- Designed and architected a distributed system for automated security vulnerability detection

Dec 2018 – Feb 2020

Munich, Germany

### Lohr IT

OWNER

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

Dec 2015 – Present

Eichenau, Germany

## 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+)

2019 – 2022

Garching, Germany

### Technical University of Munich

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+)

2015 – 2019

Garching, Germany

## Certifications

### AWS Certified AI Practitioner

AMAZON WEB SERVICES (AWS)

Dec 2024

### AWS Certified Solutions Architect – Professional

AMAZON WEB SERVICES (AWS)

Feb 2021

### AWS Certified SysOps Administrator – Associate

AMAZON WEB SERVICES (AWS)

Dec 2020

*expired*

### AWS Certified Developer – Associate

AMAZON WEB SERVICES (AWS)

Nov 2020

*expired*

### DAAD English Language Certificate Level GER C1, UNICert III, ALTE Level 4

TECHNICAL UNIVERSITY MUNICH

May 2020

### LCCI English Language Certificate Level 2 for Business and Commerce

LONDON CHAMBER OF COMMERCE AND INDUSTRY

Jul 2013

### Apprenticeship as Multimedia Assistant (VBP)

VERBAND BAYRISCHER PRIVATSCHULEN

Jul 2013