

# 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
  - 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> HEAD OF CLOUD & IT <ul style="list-style-type: none"><li>Building, managing and leading the cloud engineering team, driving strategy and execution</li><li>Serving as Product Owner &amp; Product Manager, overseeing product strategy and roadmap</li></ul>	Jan 2025 – Present Munich, Germany
<b>STABL Energy</b> SENIOR CLOUD ARCHITECT <ul style="list-style-type: none"><li>Designing and implementing scalable cloud systems for ingesting and analyzing near-real-time data</li><li>Architecting and developing an IoT platform for remote battery storage management</li></ul>	Aug 2023 – Dec 2024 Munich, Germany
<b>STABL Energy</b> CLOUD ARCHITECT	Oct 2022 – Jul 2023 Munich, Germany
<b>STABL Energy</b> CLOUD ENGINEER, WORKING STUDENT <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>	Jan 2022 – Sep 2022 Munich, Germany
<b>Filics</b> PROJECT STUDY: FAULT-TOLERANT CLOUD-BASED MONITORING ARCHITECTURES FOR ROBOTICS <ul style="list-style-type: none"><li>Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud</li><li>Researched and evaluated Cloud Computing solutions for robot/IoT appliances</li></ul>	Aug 2021 – Dec 2021 Garching, Germany
<b>Amazon Web Services (AWS)</b> SOLUTIONS ARCHITECT INTERN <ul style="list-style-type: none"><li>Developed and delivered workshops on Machine Learning and Big Data in SaaS contexts</li><li>Consulted Independent Software Vendors (ISVs) on AWS cloud offerings and architecture solutions</li></ul>	Oct 2020 – Feb 2021 Munich, Germany
<b>Broken Vector UG</b> FOUNDER & MANAGING DIRECTOR <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>	Jan 2017 – Jul 2020 Eichenau, Germany
<b>TÜV SÜD Sec-IT</b> SOFTWARE DEVELOPER, WORKING STUDENT <ul style="list-style-type: none"><li>Developed software modules for detecting security vulnerabilities in IT systems</li><li>Designed and architected a distributed system for automated security vulnerability detection</li></ul>	Dec 2018 – Feb 2020 Munich, Germany
<b>Lohr IT</b> OWNER <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>	Dec 2015 – Present Eichenau, Germany

## Education

<b>Technical University of Munich</b> MASTER OF SCIENCE (M.SC.), INFORMATICS – SCORE: 1.6 <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 for platform-independent cloud architectures and a transpiler system to deploy to different cloud platforms without platform-specific knowledge (graded 1.0/A+)</li></ul>	2019 – 2022 Garching, Germany
<b>Technical University of Munich</b> BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING – SCORE: 2.4 <ul style="list-style-type: none"><li>Focused on Virtual Reality and Machine Learning in the field of human-computer interaction</li><li>In my bachelor's thesis, I researched and developed new interaction methods between smartphones and Virtual Reality applications (graded 1.0/A+)</li></ul>	2015 – 2019 Garching, Germany

## 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
<b>LCCI English Language Certificate Level 2 for Business and Commerce</b> LONDON CHAMBER OF COMMERCE AND INDUSTRY	Jul 2013
<b>Apprenticeship as Multimedia Assistant (VBP)</b> VERBAND BAYRISCHER PRIVATSCHULEN	Jul 2013