

Michael Lohr

Curriculum Vitae

„Because a Great Idea Is Never Enough“

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Summary

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

Skills

Key Skills

- Software Development
- IoT Engineering
- Leadership
- Product Management
- Cloud Architecture
- 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

Aug 2023 – Present
Munich, Germany

STABL Energy develops smart, safe, reliable, and cost-effective battery storage systems.

- Building and leading the cloud engineering team from the ground up, driving strategy and execution
- Designing scalable cloud systems for ingesting and analyzing near-real-time data
- Architecting an IoT platform for remote battery storage management and streamlined deployments
- Leading development of embedded IoT devices (bare-metal & Linux) using Rust for efficient edge computing
- Product Owner & Product Manager, overseeing product strategy, roadmap, and delivery
- Assisting the Engineering Director and C-level with financial management and strategic planning
- Leading the IT department as a strategic and technological sparring partner

STABL Energy

CLOUD ARCHITECT

Oct 2022 – Jul 2023
Munich, Germany

STABL Energy

CLOUD ENGINEER, WORKING STUDENT

Jan 2022 – Sep 2022
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

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

Aug 2021 – Dec 2021
Garching, Germany

Filics is a robotic high-tech start-up that builds automated guided vehicles to handle the intralogistical material flow in warehouses.

- Developed a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
- Researched different Cloud Computing solutions for robot/IoT appliances
- Developed integrations for the Robot Operating System (ROS)
- Defined requirements, selected hardware, and installed wireless communication hardware

Amazon Web Services (AWS)

SOLUTIONS ARCHITECT INTERN

Oct 2020 – Feb 2021
Munich, Germany

Amazon Web Services offers reliable and scalable cloud computing services.

- 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
- Built proof of concepts of Cloud architectures using the AWS offering for customers

Broken Vector UG

FOUNDER & MANAGING DIRECTOR

Jan 2017 – Jul 2020
Eichenau, Germany

Broken Vector developed and sold (Virtual Reality (VR)) software as well as 3D models in various online stores.

- 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

- Developed new product ideas, prototypes, and final software products
- Managed business and customer relations

TÜV SÜD Sec-IT

Dec 2018 – Feb 2020

SOFTWARE DEVELOPER, WORKING STUDENT

Munich, Germany

The Cyber Security department of TÜV SÜD creates pragmatic solutions to ensure security on various systems.

- 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
- Deployed software on a Docker/Kubernetes-based platform in the Microsoft Azure Cloud
- Lead the development of a Microsoft ASP.NET Core-based backend
- Developed microservices to handle large-scale email traffic

Lohr IT

Dec 2015 – Present

OWNER

Eichenau, Germany

Lohr IT is developing desktop software and web experiences.

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

Education

Technical University of Munich

2019 – 2022

MASTER OF SCIENCE (M.SC.), INFORMATICS – SCORE: 1.6

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.

- 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

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.

- 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

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

Nov 2020

AMAZON WEB SERVICES (AWS)

expired

DAAD English Language Certificate Level GER C1, UNiCert III, ALTE Level 4

May 2020

TECHNICAL UNIVERSITY MUNICH

LCCI English Language Certificate Level 2 for Business and Commerce

Jul 2013

LONDON CHAMBER OF COMMERCE AND INDUSTRY

Apprenticeship as Multimedia Assistant (VBP)

Jul 2013

VERBAND BAYRISCHER PRIVATSCHULEN

Volunteering

Akademischer Gesangverein München e.V.

Apr 2024 – Present

HEAD OF IT

Munich, Germany

- Responsible for all IT systems, used by multiple employees, rental customers and event guests
- Administer the club with more than 600 members, its properties and assets and its eight musical ensembles together with 14 other board members

Akademischer Gesangverein München e.V.

Mar 2017 – Aug 2018

BOARD MEMBER, TREASURER

Munich, Germany

- Managed all financial assets of the club itself and six musical ensembles
- Administrated the club together with seven other board members

Akademischer Gesangverein München e.V.

IT AND NETWORK ADMINISTRATOR

Dec 2016 – Present

Munich, Germany

- Developed a local network infrastructure for more than 200 concurrent users
- Architected and developed a Kubernetes-based cluster for web-based infrastructure and applications

Personal Interests

- Programming, Cloud technologies, Game development, Electronics, Drones
- Diving, Skiing, Climbing, Tennis, Board games