



# Michael Lohr

Résumé

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michael-lohr   
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„Because a Great Idea Is Never Enough“

## Summary

Passionate about software development and design, web technologies, distributed systems, containers, DevOps, and game development.

## Skills

### Key Skills

- Software Development
- Game Development
- Solutions Architecture
- Problem-solving
- Project Management
- Collaboration

### Technical Skills

- Programming Languages: C#, Java, JavaScript, Python, Rust
- Web Frameworks: ASP.NET Core, Play Framework, Vue.js, Flask
- Web Technologies: REST, Websockets, HTML, (S)CSS, Apache2, Nginx
- Databases: MySQL, MSSQL, MongoDB, Redis, PostgreSQL, InfluxDB
- Cloud technologies: Docker, Kubernetes, Amazon Web Services

## Work Experience

### STABL Energy GmbH

SENIOR CLOUD ARCHITECT

Okt 2022 — Present  
Munich

- Building up and managing the cloud team at STABL
- Designing and implementing a cloud-based system to ingest and analyze large amounts of near-realtime data
- Architecting a platform to control battery storage systems remotely
- Leading the development of FreeRTOS-based IoT devices written in Rust
- Managing enterprise software and network solutions for the different departments

### STABL Energy GmbH

CLOUD ARCHITECT, WORKING STUDENT

Jan 2022 — Sep 2022  
Munich

- Planned and implemented a fault-tolerant and scalable monitoring/logging architecture inside the AWS Cloud
- Developed software to securely connect microcontrollers to the Cloud

### Filics GmbH

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

Aug 2021 — Dec 2021  
Garching

- Developed a logging/monitoring architecture to monitor the robot fleets
- Developed integrations for the Robot Operating System (ROS)
- Investigated different Cloud Computing solutions for robot/IoT appliances
- Worked out requirements, hardware selection, and installation of wireless communication hardware

### Lohr IT

OWNER

Dec 2015 — Present  
Eichenau

- Building teams and managing software projects
- Developing web applications and container-based backend software

### Amazon Web Services EMEA SARL

SOLUTIONS ARCHITECT INTERN

Oct 2020 — Feb 2021  
Munich

- Worked on different workshops covering topics like Machine Learning and Big Data in the SaaS context
- Directly consulted customers about AWS's cloud offerings and proposed architectures
- Built proof of concepts of cloud architectures for customers

## TÜV SÜD Sec-IT GmbH

SOFTWARE DEVELOPER, WORKING STUDENT

Dec 2018 — Feb 2020

Munich

- Planned and designed the architecture of a distributed system for the automated detection of security vulnerabilities
- Lead the development of a Microsoft ASP.NET Core-based backend
- Developed microservices to handle large-scale email traffic
- Developed software modules to detect security flaws in IT systems
- Deployed software on a Docker/Kubernetes-based platform in the Microsoft Azure Cloud

## Broken Vector UG

FOUNDER & MANAGING DIRECTOR

Jan 2017 — Jul 2020

Eichenau

- Managed a team of three software developers and four artists
- Developed a voxel-based VR design software that was published on the Steam and Oculus store
- Managed and developed new product ideas, prototypes, and final software products
- Managed business and customer relations

## Technical University Munich

STUDENT TUTOR

Oct 2016 — Apr 2017

Garching

- Prepared and held lectures about programming to ~25 students; Corrected exercises and exams

## Education

### Technical University Munich

MASTER OF SCIENCE (M.SC.), INFORMATICS

2019 — 2022

Garching

- 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 Munich

BACHELOR OF SCIENCE (B.SC.), INFORMATICS: GAMES ENGINEERING

2015 — 2019

Garching

- Focused on Virtual Reality and Machine Learning in the field of Human-computer interaction (HCI)
- Wrote my bachelor's thesis about using smartphones to interact with Virtual Reality (graded 1.0/A+)

## Certifications

### AWS Certified Solutions Architect – Professional

AMAZON WEB SERVICES

Jan 2027

### AWS Certified Developer – Associate

AMAZON WEB SERVICES

Nov 2020

### AWS Certified SysOps Administrator – Associate

AMAZON WEB SERVICES

Dec 2020

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

TECHNICAL UNIVERSITY MUNICH

May 2020

### Unity Certified Developer

UNITY TECHNOLOGIES

Aug 2016

*expired*

### Apprenticeship as Multimedia Assistant (VBP)

VERBAND BAYRISCHER PRIVATSCHULEN

Jul 2013

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

LONDON CHAMBER OF COMMERCE AND INDUSTRY

Jul 2013

## Volunteer Experience

### Akademischer Gesangverein München e.V.

IT AND NETWORK ADMINISTRATOR

2016 — Present

Munich

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

**Akademischer Gesangverein München e.V.**

BOARD MEMBER, TREASURER

Mar 2017 — Aug 2018  
Munich

- Managed 30.000 Euro of financial assets of the club itself and six musical ensembles
- Administrated the club together with seven other board members