



Michael Lohr

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Germany

Contact
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michael@lohr-ffb.de 

Networks
michael-lohr 
michidk 

Skills

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

JUNIOR SOFTWARE/SOLUTIONS ARCHITECT, WORKING STUDENT

Jan 2022 — Present
Munich

- Planning a fault-tolerant and scalable monitoring/logging architecture based on the AWS Cloud
- Developing software to connect microcontrollers to the Cloud in a secure way
- Designing a Cloud-based system to ingest and analyze large amounts of near-realtime data

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
- Investigated into different Cloud Computing solutions for robot/IoT appliances
- Developed integrations for the Robot Operating System (ROS)
- Worked out requirements, hardware selection, and installation of wireless communication hardware

Lohr, Jöstingmeier & Partner

DATA PROTECTION OFFICER

Jun 2018 — Present
Puchheim

I am overseeing the personal data protection strategy and ensure compliance with data protection laws.

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 ISVs about AWS's cloud offerings and proposed architectures
- Built proof of concepts of Cloud architectures using the AWS offering 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
- 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 and modules to detect security flaws in IT systems

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 — Present
Garching

- Focusing on distributed systems and cloud computing.
- Expected completion: 2022

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 A+)

Certifications

AWS Certified Solutions Architect – Professional

AMAZON WEB SERVICES

Feb 2021

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