

Bjorn Lustic

San Francisco, CA - bjornlusic@icloud.com

Education

University of California, Berkeley | Graduated 2022

Bachelor of Arts (BA), Cognitive Science

Men's Rowing Team

Professional Experience

theCoderSchool

05/2024 – Current

Programming Tutor

- Provides comprehensive tutoring for children aged 7-15 in various programming languages, fostering both foundational and advanced coding skills
- Specialize in teaching a diverse array of languages including Python, C, Java, HTML, and SQL, ensuring a well-rounded programming education.
- Utilize engaging and interactive platforms like Scratch to introduce young learners to the basics of coding, nurturing their interest in technology from an early age.

DayZ

01/2023 - Current

Lead Designer and Developer

- Developed a detailed 12.8km x 12.8km map of the San Francisco Bay Area using Bohemia Interactive's Enfusion Engine Terrain Builder for the DayZ game environment.
- Designed a 2:1 scale model of the Golden Gate Bridge, spanning 800m in game, importing and modifying the asset to work within DayZ engine mechanics.
- Supports up to 40 players at once and includes drive-able vehicles, dense forests, and background stories for over 50 locations.
- Showcased on the [FreshSpawns](#) YouTube channel with over 50k views in Pre-Alpha stage; over 1,000 players have played the Pre-Alpha and Alpha versions of the map.
- Published on the Steam Workshop as "Ada Alpha," showcasing advanced level design and storytelling within an open-world multiplayer setting.

Alete Active Nutrition

06/2022 – 01/2024

Sales and Data Analyst

- Leveraged strong research and analytical skills to gather, review, and organize sales data, providing team members with actionable insights to support business goals.
- Enhanced data storage and retrieval processes by restructuring and transferring large datasets into optimized spreadsheets using Python.
- Developed a comprehensive seasonal model index with historical data and industry trends to further guide sales using Netsuite and Excel.
- Utilized strategic problem-solving abilities to resolve customer inquiries and issues on time.

Minecraft

03/2020 – 06/2021

Lead Designer and Developer

- Digitally recreated the UC Berkeley campus within Minecraft, named as Blockeley, to be used as the platform for the University's official virtual commencement during the COVID-19 pandemic.
- Led a team of more than 300 cross-functional individuals, including students and administrators, by delegating and creating a creative workspace to successfully host multiple events.
- Served as a key point of contact and representative responsible for presenting as a commencement speaker alongside Minecraft's Chief Storyteller (Lydia Winters), Twitch Co-Founder (Justin Kan), the UC Berkeley Chancellor (Carol Christ), and Razer CEO (Min-Liang Tan).
- Featured on numerous websites and news outlets such as: [UC Berkeley](#), [KQED](#), [ABC7](#), [NBC Bay Area](#), [Business Insider](#), [Wikipedia](#), and [Ars Electronica](#).

Musician

Live Performer

08/2017 – Current

- Performs dynamic electronic music sets with Roland and Elektron drum machines, synthesizers from Roland and Sequential Circuits, all controlled by Ableton.
- Organizes and hosts live music events, managing all aspects from sound engineering and artist coordination to venue setup and audience engagement.
- Featured on Resident Advisor with hosting [Blockeley Virtual Concert](#) and [Raveblocks](#).

Skills: Netsuite, Excel, Word, Photoshop, Illustrator.

Programming Languages: C, Python, SQL, Java, Vue.js, HTML, CSS.