



Elie Tattevin-Drevet

Passionate developer, excellent problem solver and super-fast learner. Strong team player.

Info

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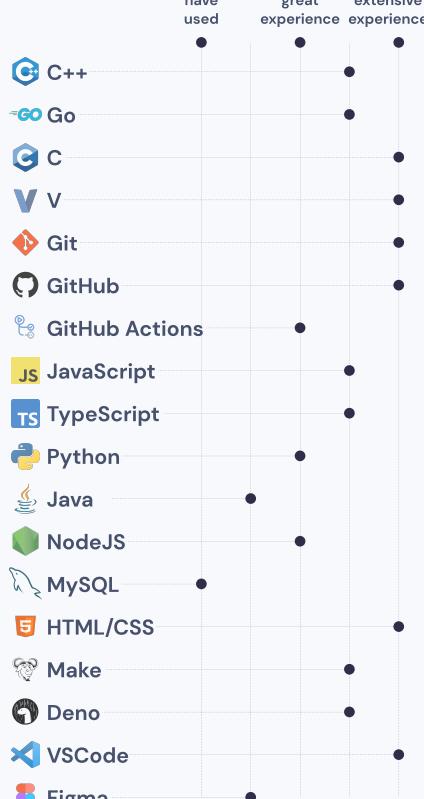
Socials

Github
[@hunam6](#)
LinkedIn
[@elie-td](#)
Personal Website
[hunam.me](#)

Languages

English
Full professional proficiency (B2/C1)
French
Native (C2)
Finnish
Learning

Langs/Tools



Work experience



The V Programming Language
Software Developer
Jun 2022 — Sep 2022
Remote
[vlang.io](#)

- Initiated, led, and managed the Go2V project, the official Golang to Vlang converter.
- Head Developer role, gaining rapid expertise in Go and V languages.
- Profound understanding of programming language development (lexer, parser, AST...).
- Facilitated smooth transition from Go to Vlang for developers.

Education



Hive Helsinki
Private non-profit school
Oct 2022 — Present
Helsinki
[hive.fi](#)

- Strong teamwork abilities through peer-to-peer working.
- High Autonomy through rigorous selection and studies
- Creative problem solving through deep understanding of programming languages and tools.
- Fast learning through high adaptive capabilities.
- Rigor through attention to detail.

Most important projects



Go2V

A complex tool to translate code in Go to V. An official project from the Vlang organization.

[github.com/vlang/go2v](#)

Role Project Lead

Langs/Tools V (extensive use), Go (extensive use)

Topics Programming language internals, Unit test, CI/CD, ASTs, Parser...



Minishell

A Unix shell that faithfully emulates a subset of Bash's features.

[github.com/flowerbuddies/minishell](#)

Role Duo project

Langs/Tools C (extensive use), Make

Topics CI/CD, Advanced Parsing, Deep Bash understanding, Unit testing, UNIX signals, I/O manipulation



C++ Modules

A series of 35 C++ exercises, from the simplest to the most complex and challenging ones.

[github.com/hunam6/cpp-modules](#)

Role Solo project

Langs/Tools C++ (extensive use), Make

Topics Object-oriented Programming, Advanced polymorphism, C++ STL, Exceptions, C++ templates



Goodgle

A (meta)search engine based on Google results providing great privacy and a beautiful UI/UX.

[github.com/hunam6/goodgle](#)

Role Solo project

Langs/Tools Typescript (extensive use), Deno (extensive use), Oak, Handlebars, CSS

Topics Web server, Scraping, CI/CD



Personal Website

My personal website/portfolio, built by hand using modern technologies.

[github.com/hunam6/hunam-website](#)

Role Solo project

Langs/Tools NodeJS, TypeScript (extensive use), Qwik/QwikCity (extensive use), MDX, CSS

Topics Frontend React-like framework



Cub3d

A 3D game rendered using raycasting, similar to the Wolfenstein 3D game using a very low-level graphics library.

[github.com/flowerbuddies/cub3d](#)

Role Duo project

Langs/Tools C (extensive use), MLX42 (extensive use), Make

Topics Graphical programming, Raycasting, Rendering



FdF

A 3D wire-frame renderer written in C using a very low-level graphics library.

[github.com/hunam6/fdf](#)

Role Solo project

Langs/Tools C (extensive use), MiniLibX (extensive use), Make

Topics Graphical programming, 3D transformations, Rendering