



Elie Tattevin-Drevet

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

Info

Email
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Address
Helsinki, Finland

Socials

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

Languages

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

Programming languages & Tools



Work experience

Supercell
Game Developer
May 2024 — Present
Helsinki, Finland
[supercell.com](#)

- In progress

V The V Programming Language
Software Engineer
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
Languages & Tools: V (extensive use), Go (extensive use), Github Actions
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
Languages & 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
Languages & 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
Languages & Tools: Typescript (extensive use), Deno (extensive use), Oak, Handlebars, CSS, Github Actions
Topics: Web server, Scraping, CI/CD

Cub3d
A 3D game rendered using raycasting, similar to the Wolfenstein 3D game, using a low-level graphics library.
[github.com/flowerbuddies/cub3d](#)

Role: Duo Project
Languages & 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
Languages & Tools: C (extensive use), MiniLibX (extensive use), Make
Topics: Graphical programming, 3D transformations, Rendering