
HIVE
<HELSINKI>
Curriculum presentation

Pedagogy overview

- Project-based curriculum
- Peer-to-peer
  - Learning together
  - Peer-evaluations
- Learn how to learn
- Solve problems

- Flexibility and freedom
- Organization and management
- Responsibility

A two-part program

CORE STUDIES

MASTERY STUDIES

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FOUNDATION

8 months to 1,5 years

Learn coding fundamentals with introductory projects

INTERNSHIP

4 to 6 months

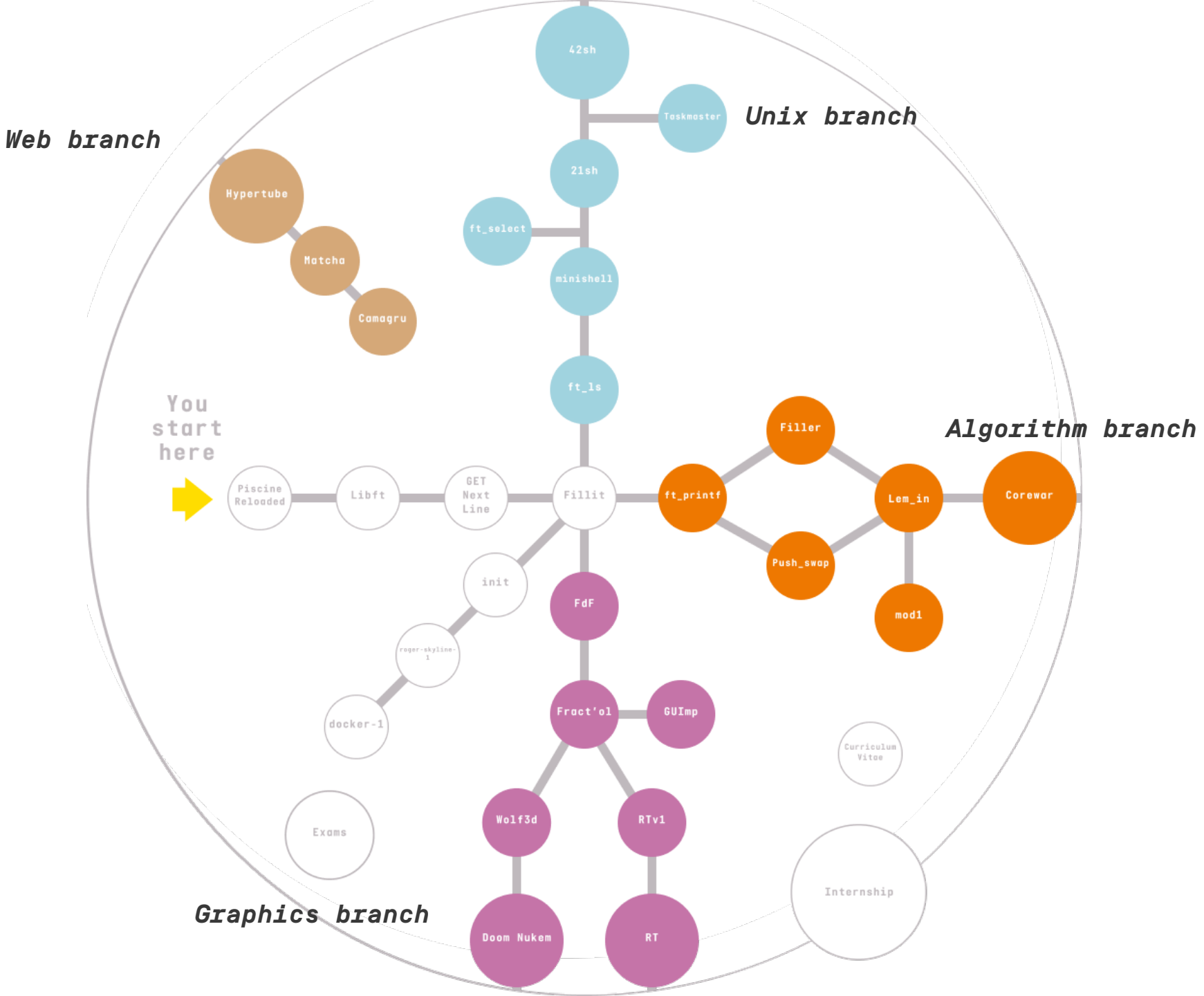
Test your skills in the real world

VOLUNTARY SPECIALIZATION

Deepen your coding skills in a way and time span that suit you

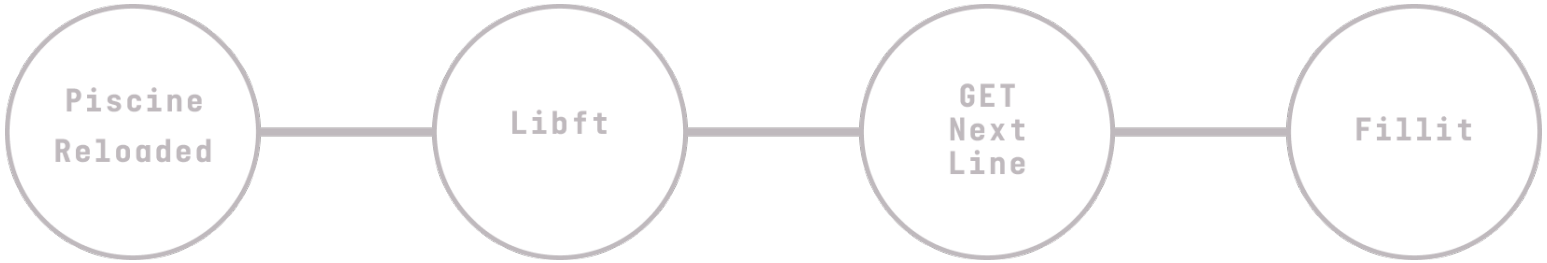
A full-time commitment

- ~ 35 hours per week
- Student eligibility


Web branch
Unix branch
Algorithm branch
Graphics branch
You start here
42sh
Taskmaster
21sh
ft_select
minishell
ft_ls
Hypertube
Matcha
Camagru
Piscine Reloaded
Libft
GET Next Line
Fillit
ft_printf
Filler
Lem_in
Corewar
Push_swap
mod1
init
FdF
roger-skyline-1
docker-1
Fract'ol
GUImp
Curriculum Vitae
Exams
Wolf3d
RTv1
Internship
Doom Nukem
RT

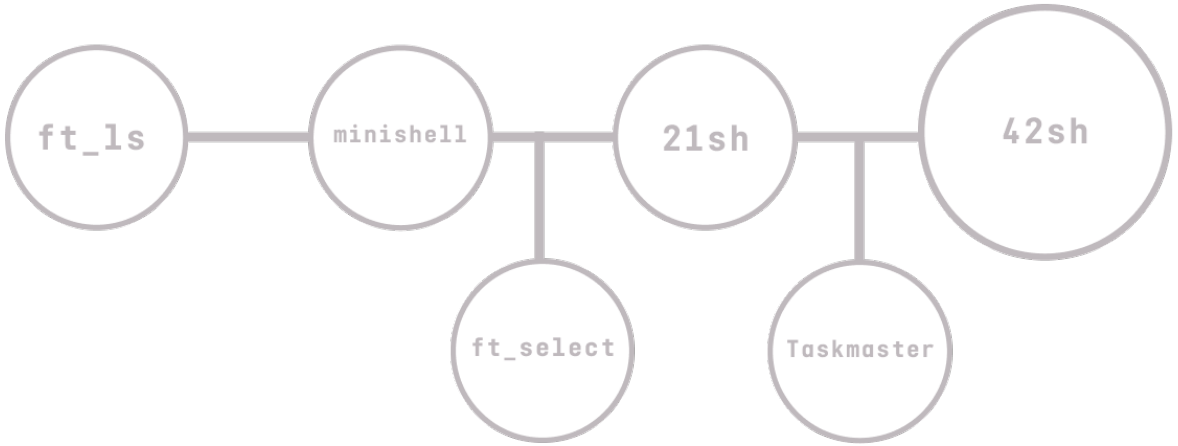
Common branch

- Piscine reloaded: review the basics
- Libft: build your own lib-c toolbox
- Get next Line: read the content of files
- Fillit: find the smallest square to fit Tetriminos



Unix branch

- Ft_ls: introduction to filesystem by recoding the ls command
- Minishell: create a very simple functional shell
- Ft_select: introduction to terminal manipulation and termcaps
- 21sh: improve your shell with more functionalities
- Taskmaster:write a job control program
- 42sh: upgrade your shell with even more complex functionalities



Algorithm branch

> Ft_printf: code your own functional printf

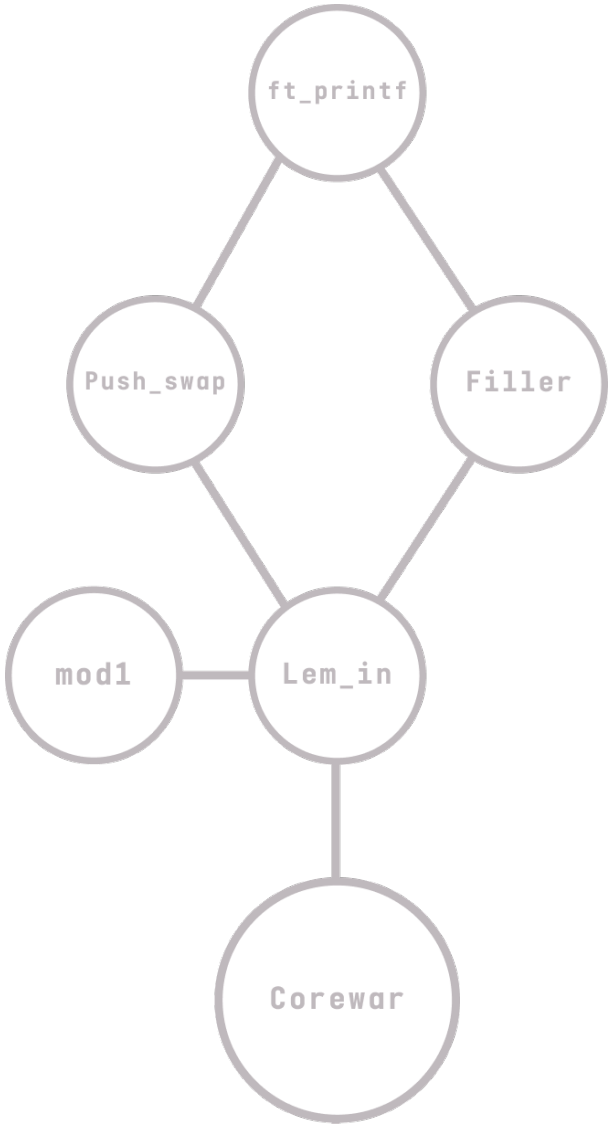
> Filler:Create a PVP algorithmic game by filling the space with pieces

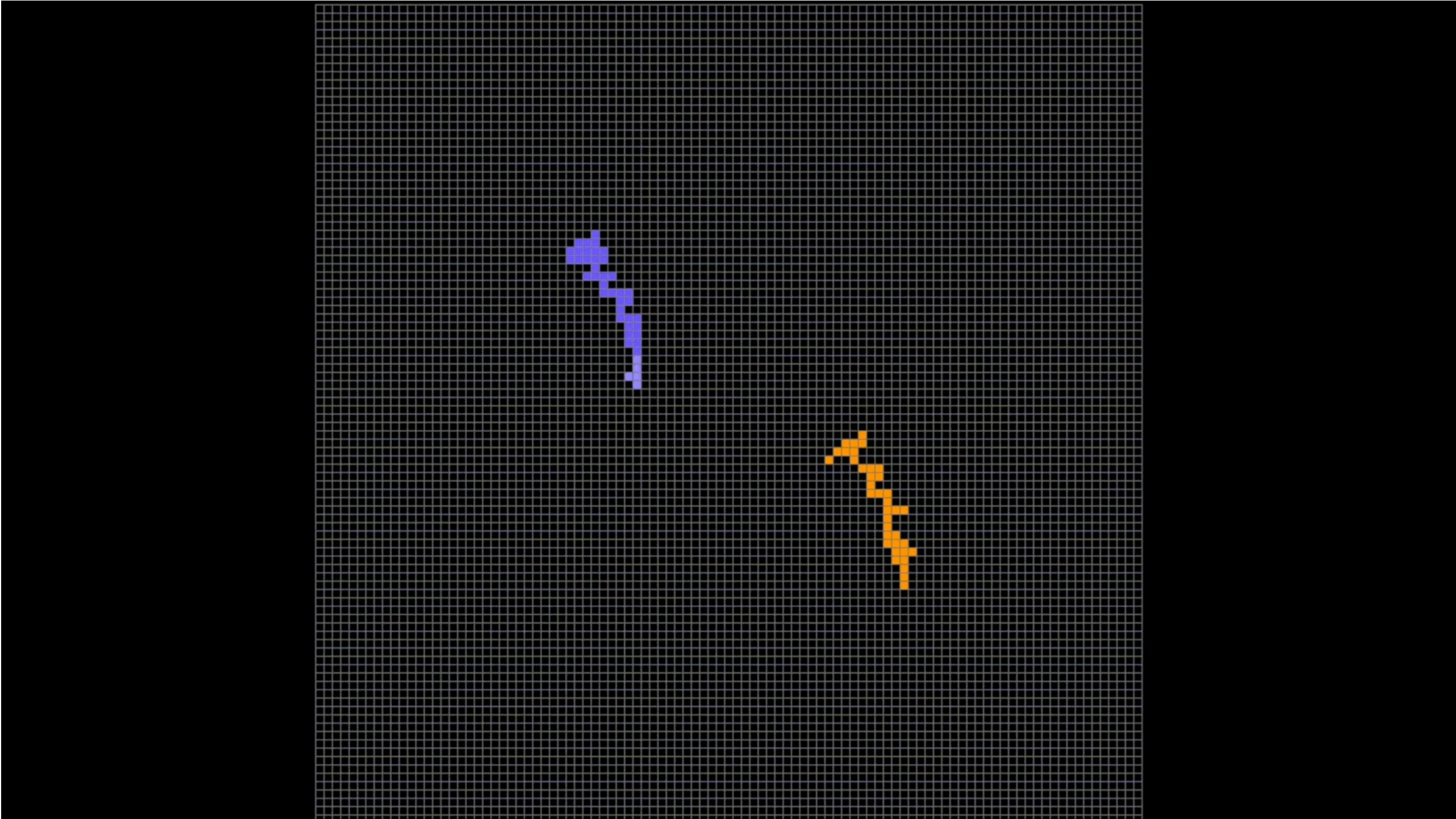
> Push swap: dive into data sorting algorithms

> Lem in: discover more complex algorithms [graph traversal] to move your ant colony

> Mod1:simulate water flow on a surface

> Corewar: make your own virtual arena in which your algorithmic champions will fight





Graphics branch

> FDF: create a simple graphic wireframe with segments

> Fract'ol:discover 2D programming with fractals

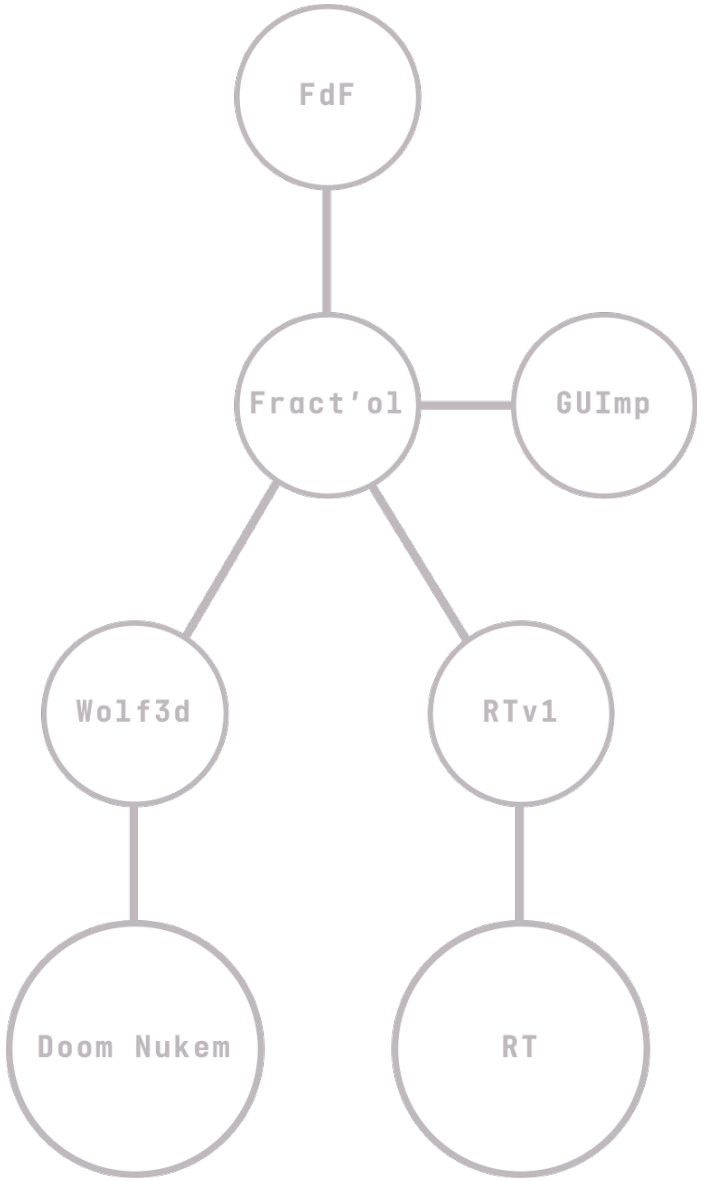
> GUImp: code your on GIMP graphic interface library

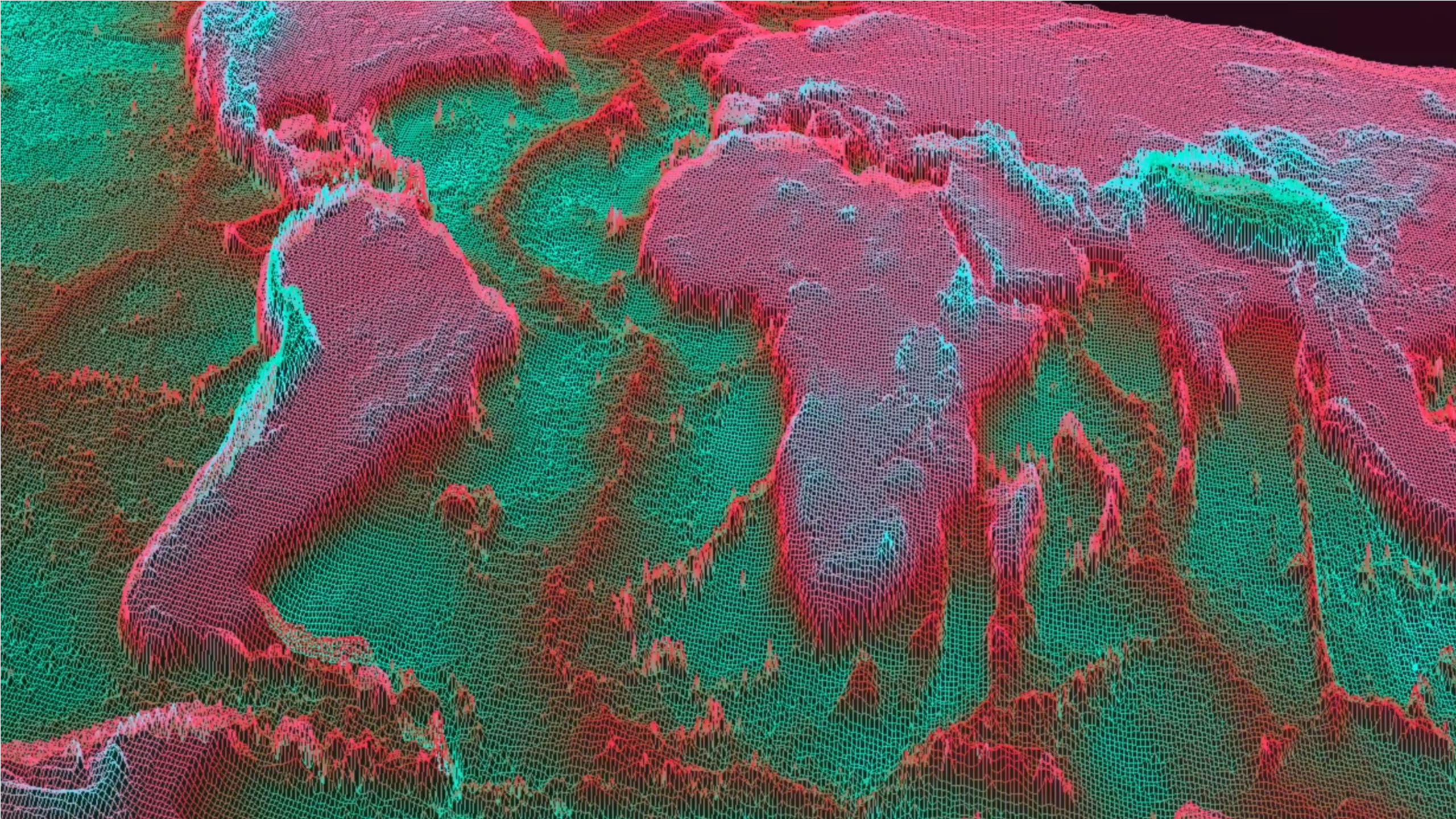
> Wolf3D: introduction to ray-casting by re-creating the Wolfenstein game

> Doom Nukem: dive deeper into raycasting by coding your first real game

> RTv1: Introduction to computer-generated images [ray-tracing]

> RT: dive deeper into ray-tracing with more cool effects





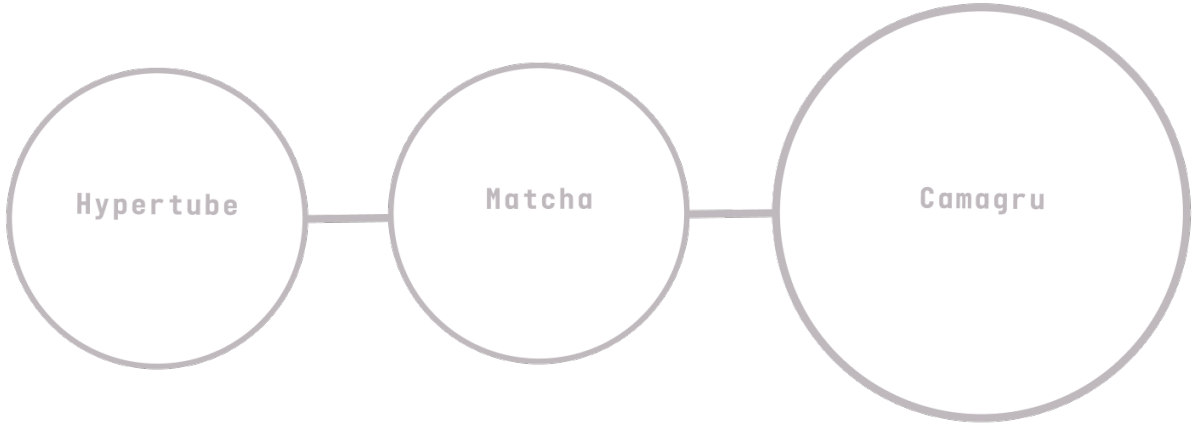
Web branch

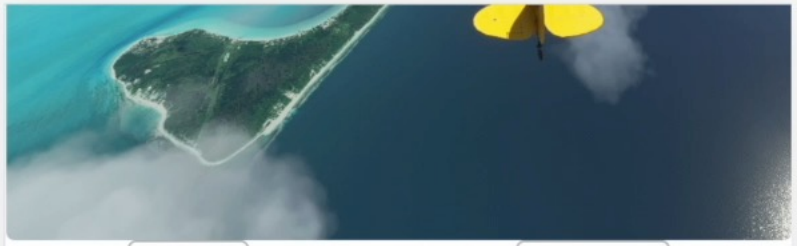
> Piscine PHP: discover web-programming during a 2-week bootcamp

> Camagru: create your own simplified Instagram

> Matcha: create a functional dating desktop application

> Hypertube: create a complex web application to stream and watch videos

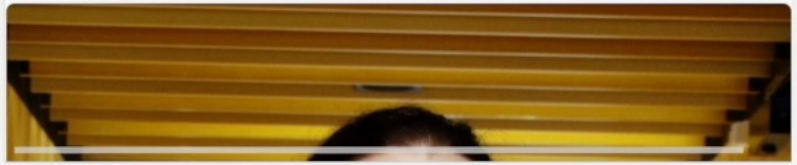




Show


Anakin.
DARTH VADER: (DISTORTED)
Anakin is gone.
I am what remains.
I'm sorry.
I'm sorry, Anakin. (BREATHING
For all of it.

Show



System-administration “branch”

> init: smoothly discover system and administration with short exercises

> roger-skyline-1: apply your knowledge to create your own web server

> docker-1: discover the world of containers with Docker

Other projects

> Exams: test your skills throughout the year with the examshell

> Curriculum Vitae: write a great and professional resume

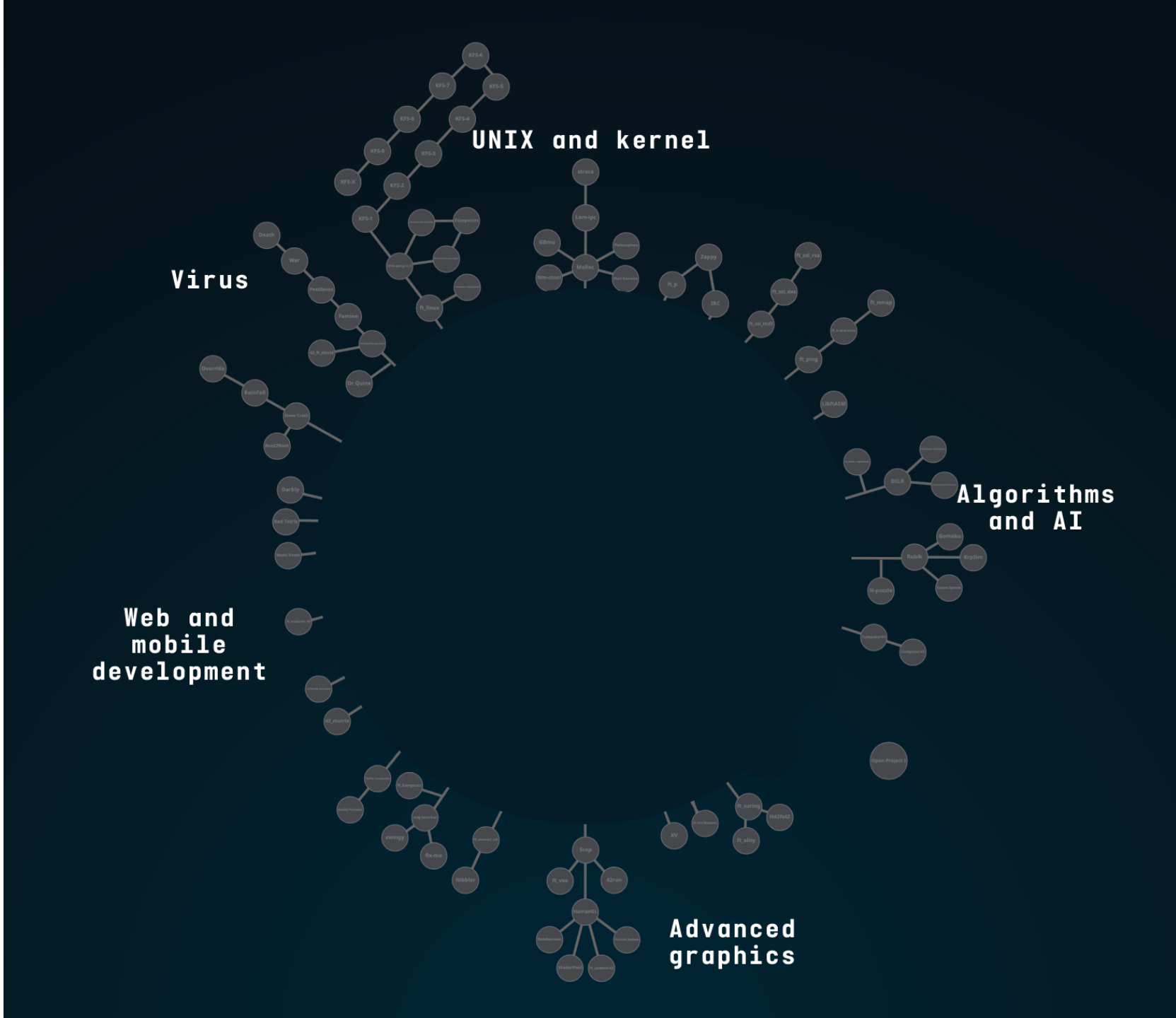
Internship

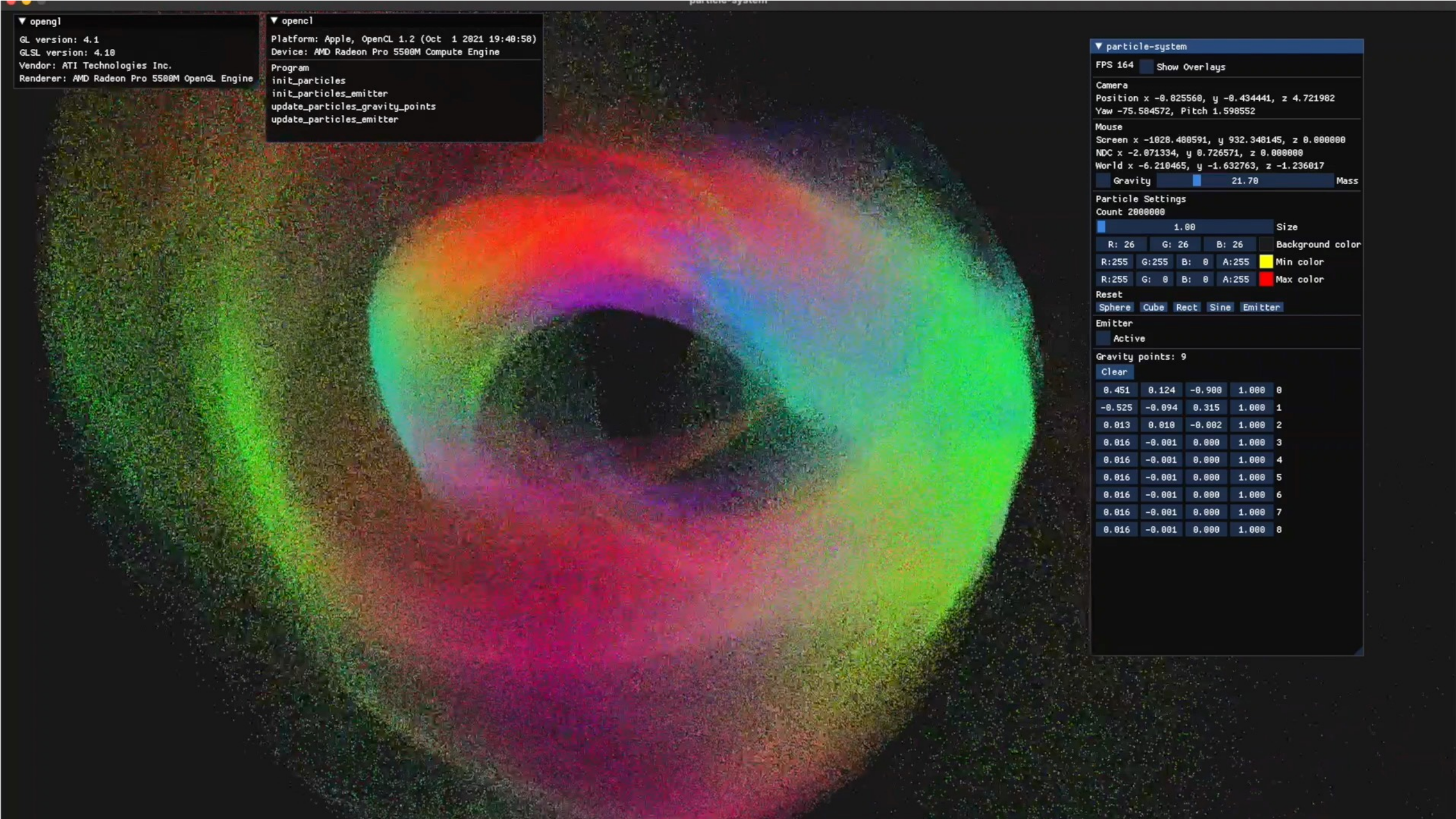
> **Regular**: full-time work experience in a company

> **Part-time**: part-time work experience in a company while working on school projects

> **Start-up**: entrepreneurial work experience by creating your own company

Outer circle - Mastery studies




opengl
GL version: 4.1
GLSL version: 4.10
Vendor: ATI Technologies Inc.
Renderer: AMD Radeon Pro 5500M OpenGL Engine
opencl
Platform: Apple, OpenCL 1.2 (Oct 1 2021 19:40:58)
Device: AMD Radeon Pro 5500M Compute Engine
Program
init_particles
init_particles_emitter
update_particles_gravity_points
update_particles_emitter
particle-system
FPS 164
Show Overlays
Camera
Position x -0.825560, y -0.434441, z 4.721982
Yaw -75.584572, Pitch 1.598552
Mouse
Screen x -1028.480591, y 932.348145, z 0.000000
NDC x -2.071334, y 0.726571, z 0.000000
World x -6.210465, y -1.632763, z -1.236017
Gravity
21.70
Mass
Particle Settings
Count 2000000
1.00
Size
R: 26
G: 26
B: 26
Background color
R:255
G:255
B: 0
A:255
Min color
R:255
G: 0
B: 0
A:255
Max color
Reset
Sphere
Cube
Rect
Sine
Emitter
Emitter
Active
Gravity points: 9
Clear
0.451 0.124 -0.900 1.000 0
-0.525 -0.894 0.315 1.000 1
0.013 0.010 -0.002 1.000 2
0.016 -0.001 0.000 1.000 3
0.016 -0.001 0.000 1.000 4
0.016 -0.001 0.000 1.000 5
0.016 -0.001 0.000 1.000 6
0.016 -0.001 0.000 1.000 7
0.016 -0.001 0.000 1.000 8

Extracurricular activities

- Rushes
- Company presentations
- Company workshops
- And more