



Elie Tattévin-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

Programming languages & Tools



Work experience

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

H 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

V 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...

7 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++ 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

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

- github.com/hunam6/google

- Role: Solo Project
- Languages & Tools: Typescript (extensive use), Deno (extensive use), Oak, Handlebars, CSS, Github Actions
- Topics: Web server, Scraping, CI/CD

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

- github.com/hunam6/hunam-website

- Role: Solo Project
- Languages & Tools: NodeJS, Qwik/QwikCity (extensive use), TypeScript (extensive use), MDX, CSS
- Topics: Frontend React-like framework

C 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

F 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