



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



Work experience

Supercell

Game Developer

May 2024 — Present

Helsinki, Finland

supercell.com

- In progress

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