

PROJECTS





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 [laboitenoire](#)
[in reimah](#)
 Python, R
[dark theme](#)

PROJECTS

- **T E R (work in progress)** ¹ Feb. 2026 – Present
Mathematics (in progress) : stochastic calculus, actuarial mathematics, inferential statistics, financial mathematics.
Language : Python, LaTeX, Markdown(jupyter).
- **Stochastic Provisioning Model** 2025 – 2026
Mathematics² : markov chains, poisson process, continuous stochastic variables.
Methods³ : monte carlo, variance reduction, walker tables, reject method, survive function inversion, POO, ruin probability, tkinter interface, multi-thread.
- **[Acces]Final Project** 2025 – 2026
Project redaction⁴ : possible trajectory in the Paris subway.
Langage : SQL, LaTeX.
- **TIPE⁵** Data scrapping for language processing 2023 – 2024
Theory : language theory, automata, graph theory, algebra(magma).
IT : data scrapper, data scroller, NLP, machine learning, multi-thread, tkinter gui, POO
- **TIPE** : Procedural city generator 2022 – 2023
Theory : probabilities theory, conditional probabilities.
IT : PIL, tkinter gui, POO, random simulations.

PERSONAL PROJECTS

- **Mathematics Tutor (in progress)** 2024 – Present
- **2D Game engin(work in progress) (work in progress):** isometric, pixel art 2026 – Présent
Mathematics : geometry, linear algebra, automata
Language : Python, LaTeX, Markdown(jupyter)
- **« discord bot »⁷** for table role-play game 2023 – 2024
Mathematics : automata.
Language : Python

1. ¹ <https://github.com/LaboiteNoire/TER>
2. ² <https://github.com/LaboiteNoire/techniques-de-simulations-/blob/main/Pr%C3%A9sentation.pdf>
3. ³ https://github.com/LaboiteNoire/techniques-de-simulations-/blob/main/Methodes_otpimisees.ipynb
4. ⁴ <https://github.com/LaboiteNoire/Pr-sentation/blob/main/Pr%C3%A9sentation%20Acces.pdf>
5. ⁵ <https://github.com/LaboiteNoire/Pr-sentation/blob/main/cr0004.pdf>
6. ⁶ <https://github.com/LaboiteNoire/LolaEngine>
7. ⁷ https://github.com/LaboiteNoire/LoBot_02/tree/main/wskp0001