

PROJECTS



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latest version

Following sections items are clickable

laboitenoire
in reimah
</> Python, R
light theme

PROJECTS

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- 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.*
 - TIPE:⁵ 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

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