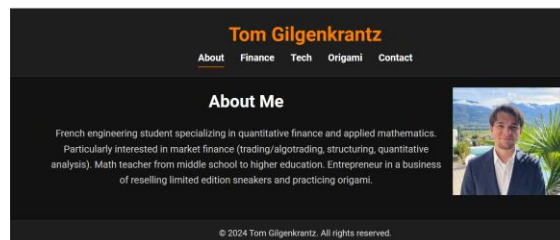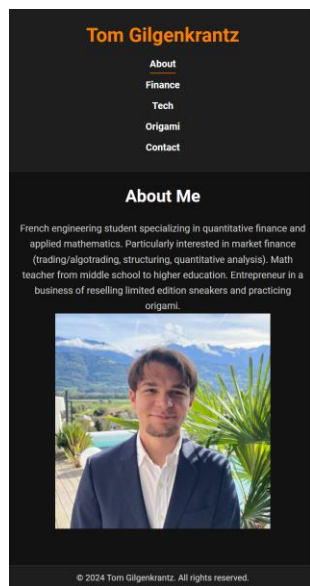# Tom Gilgenkrantz

Relevant Projects & Activities
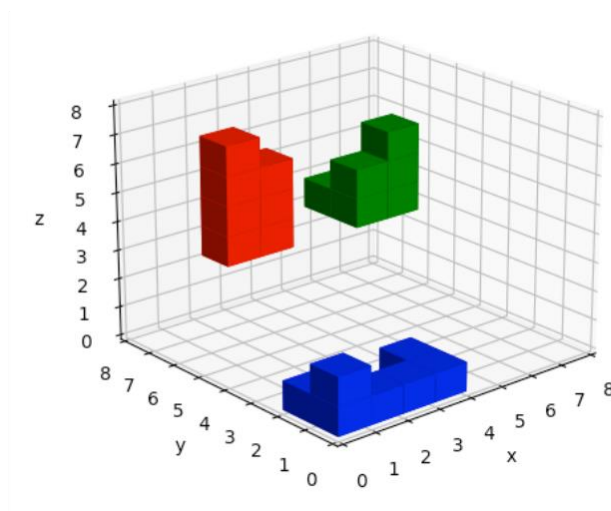
Personal Website Development *| HTML, CSS, Javascript*

- Creation of a personal HTML website
- Animation with CSS/JavaScript
- Development of a responsive web design
- Deployment of the website on a cloud hosting platform (github)

Board Game *| Python, C*

- Implementation in C of a 2D Tetris-like game
- Implementation in Python of a 3D game
- Mathematical research documents on these games
- Research activities on automatic game algorithm

Group classification using decision tree | *Ocaml*

- Classification algorithm for datasets using quaternary trees
- Research documents on model performance

Group classification using decision tree | *Ocaml*

- Creation of a personal HTML website
- Animation with CSS/JavaScript
- Development of a responsive web design
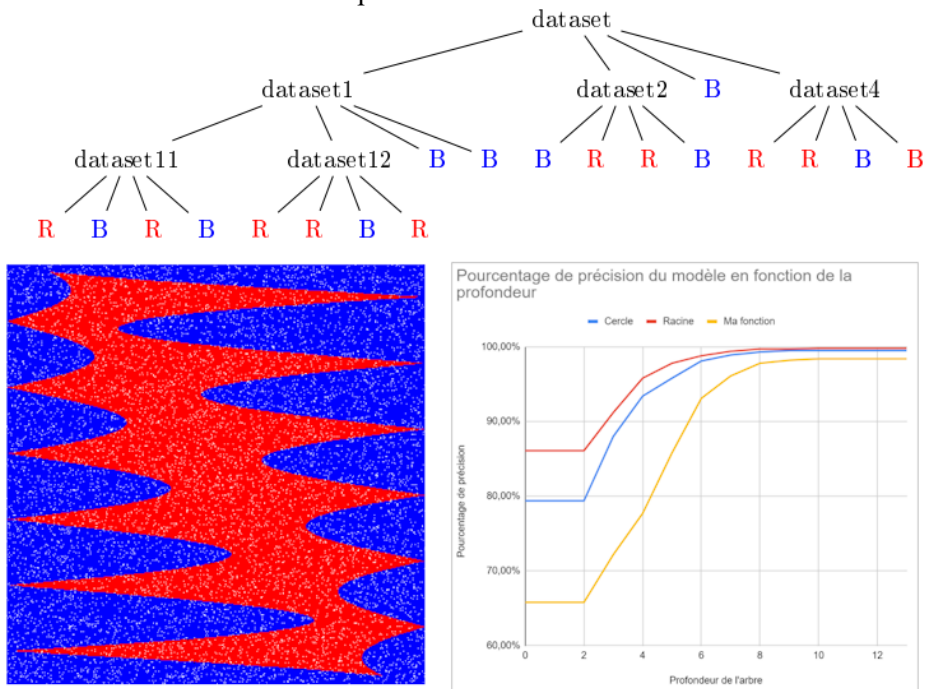- Deployment of the website on a cloud hosting platform (github)