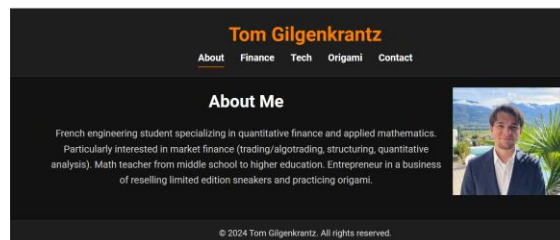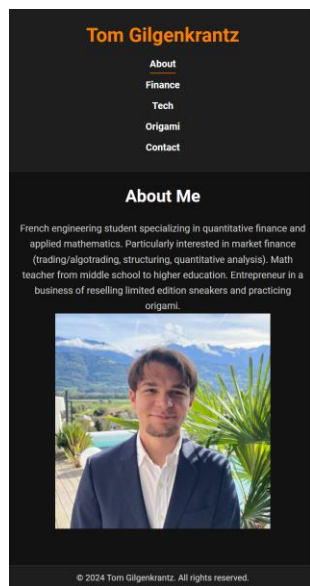# Tom Gilgenkrantz

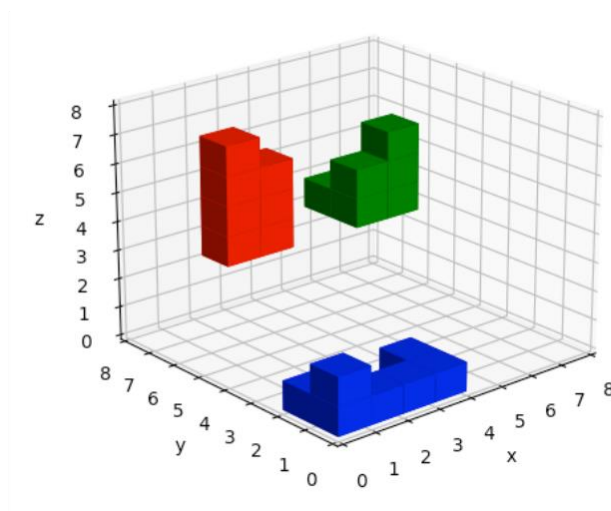## Relevant Projects & Activities (Tech)

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)
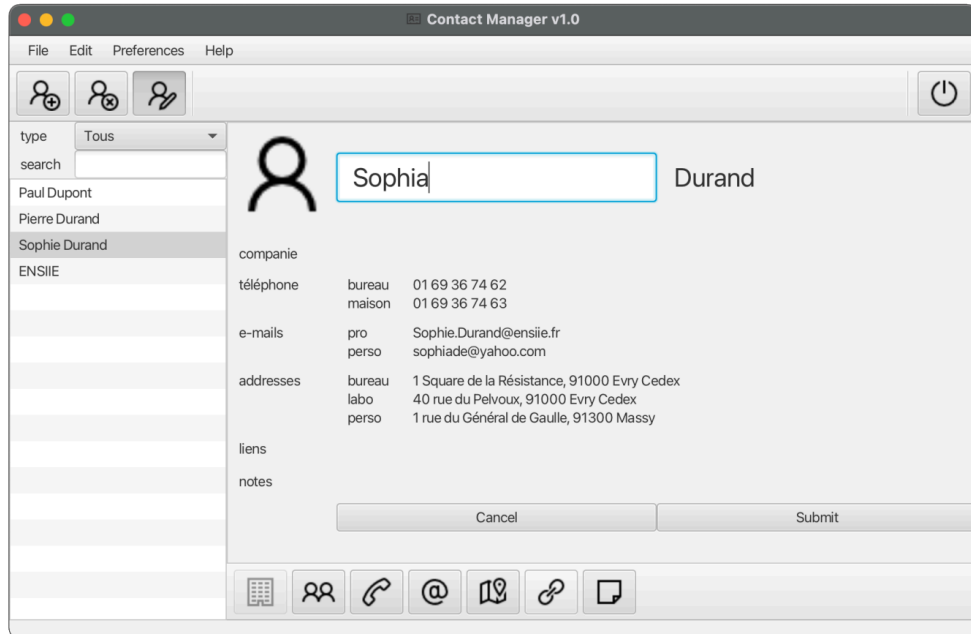

Board Game | *Python, C*

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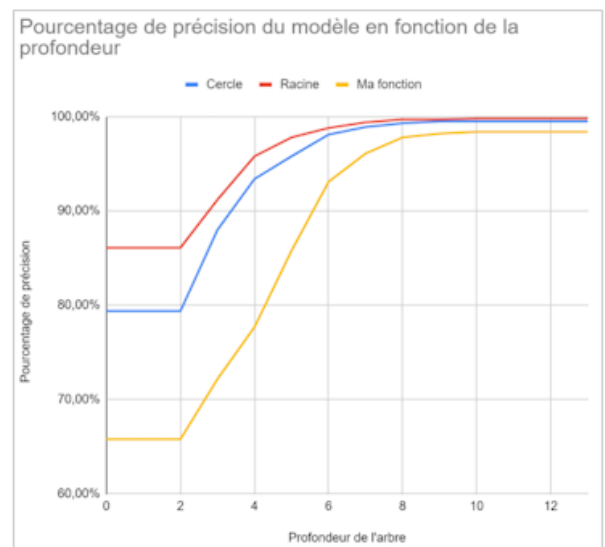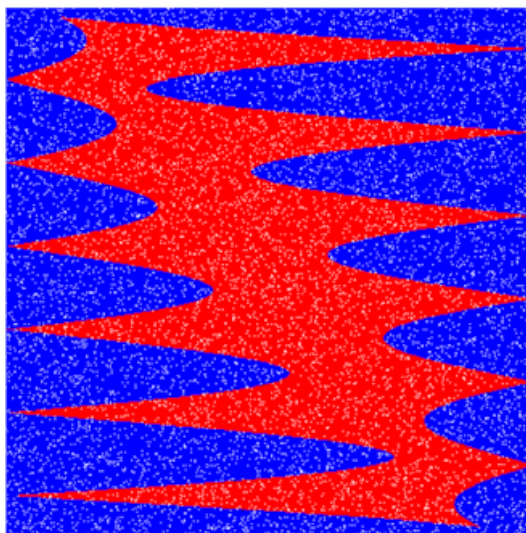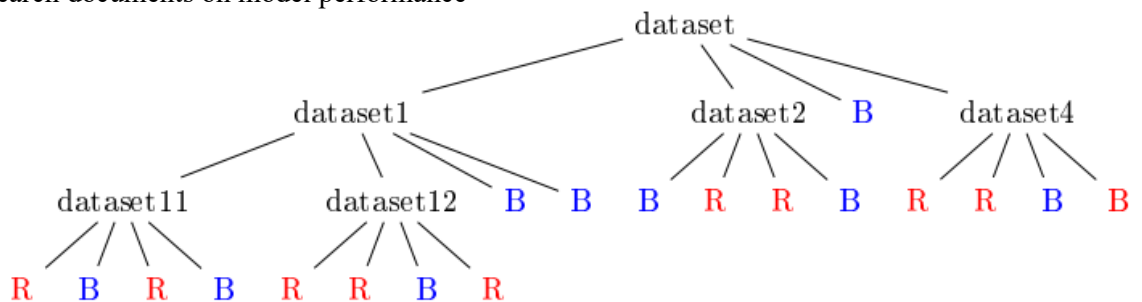- Research activities on automatic game algorithm

Contact Management Software | *Java*

- Application to manage contacts in an object-oriented language

Group classification using decision tree | *Ocaml*

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

Crowd simulation | *Python*

- Use of Dijkstra and adaptation of A-star to manage people's behavior
- Development of a cellular automaton model
- Application to my high school and proposal to improve its emergency exits