

My projects in UI/UX, 3D and Design

Enzo GELAS

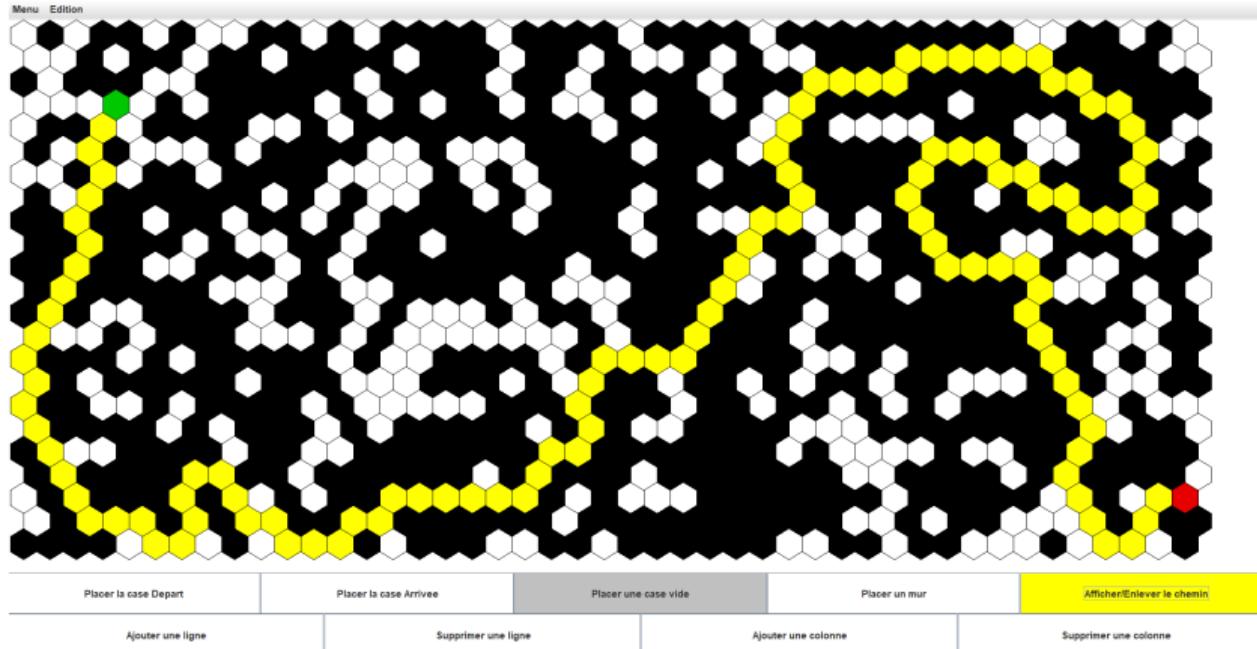
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2022 : School IT project : a maze solver application in Java

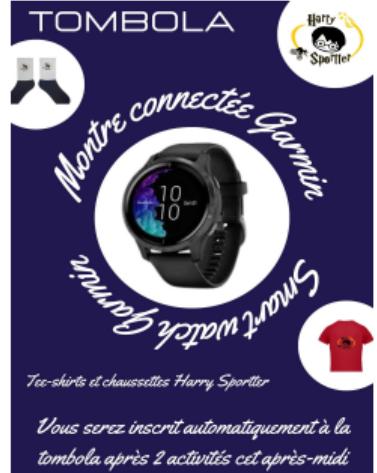
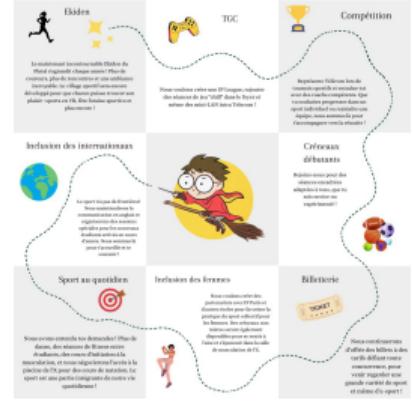


See on my [GitHub](#)



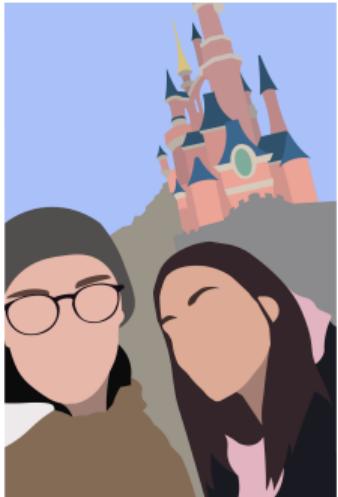
May 2023 : Communication and management of an Instagram account

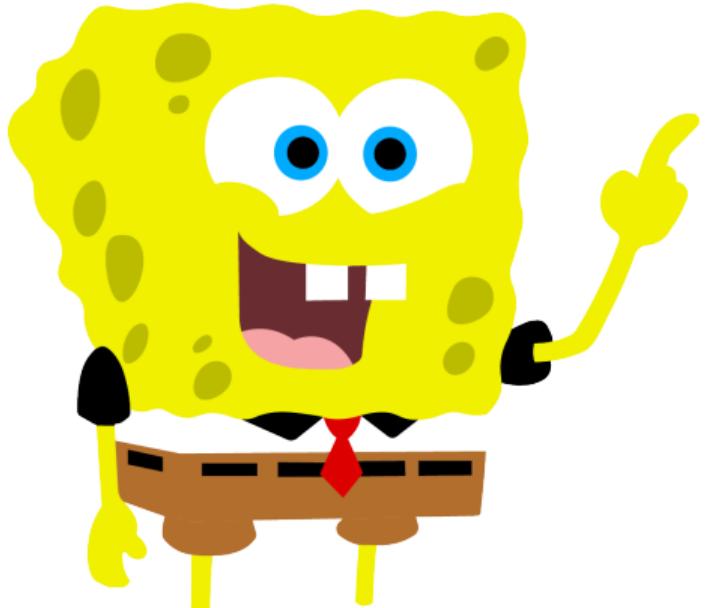
Design with Canva



Ai

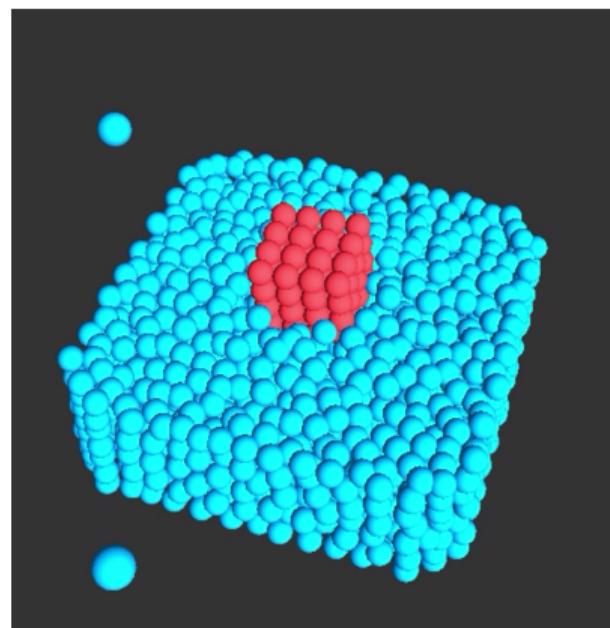
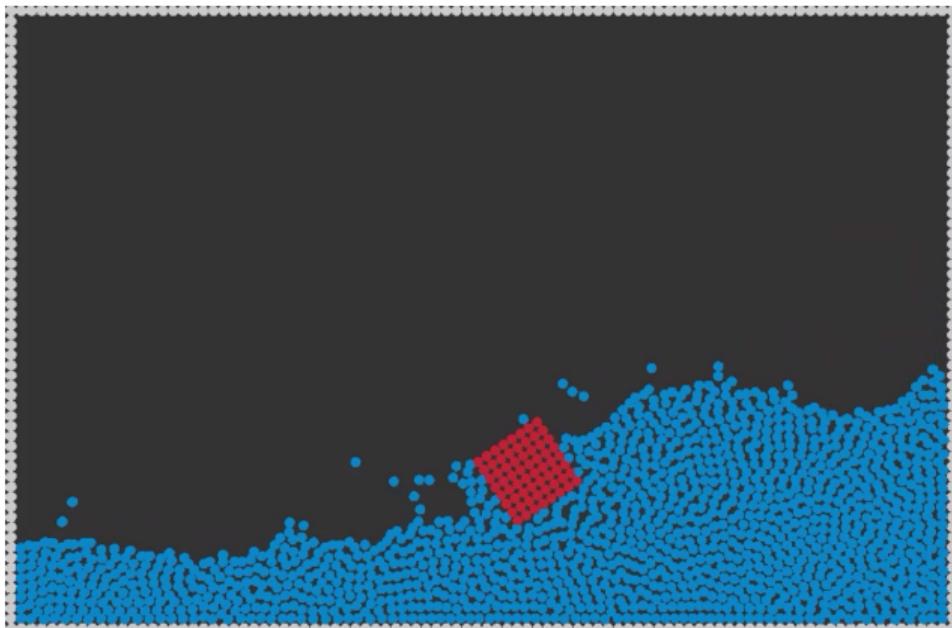
Since 2023, I started using Illustrator to create minimalist drawings





And others ...

Jan- Feb 2023 : OpenGL project on fluid simulation



Mars 2024 : Web project



See on my [GitHub](#)

The screenshot shows the TOODOO application interface. At the top is a red header bar with the title "TOODOO". On the left, there's a sidebar titled "Categories" containing four items: "Work" (blue), "Associations" (red), "Home" (black), and "Secret Agent" (grey). Each category has a switch icon next to it. The main area is divided into three sections: "TO DO", "IN PROGRESS", and "FINISHED". Under "TO DO", there are two tasks: "Contact Joe" and "Deliver lunch". Under "IN PROGRESS", there are three tasks: "Review SES", "Kill the snails", and "Review English". Under "FINISHED", there is one task: "Be kind". Each task has a switch icon next to it.

The goal of the project was to make a **new version of a TO-DO manager**. I made the great majority of the **back-end**.

The code is available on [GitHub](#). You can test it if you have Node.js.

Add a category

Name :

Color

[Cancel](#)

[Add](#)

Add a task

Name :

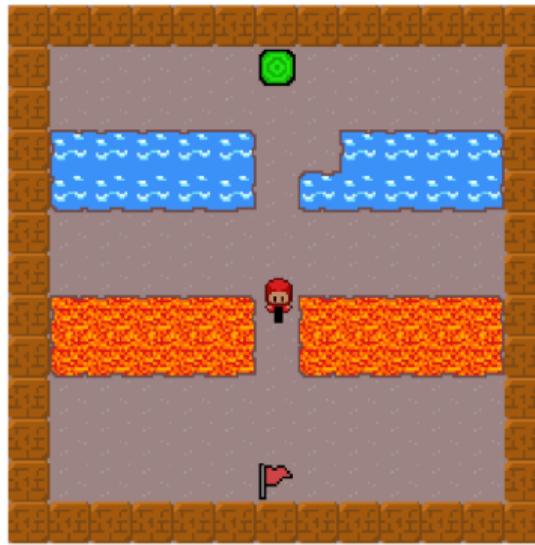
Choose a category

- Work
 Associations
 Home
 Secret Agent

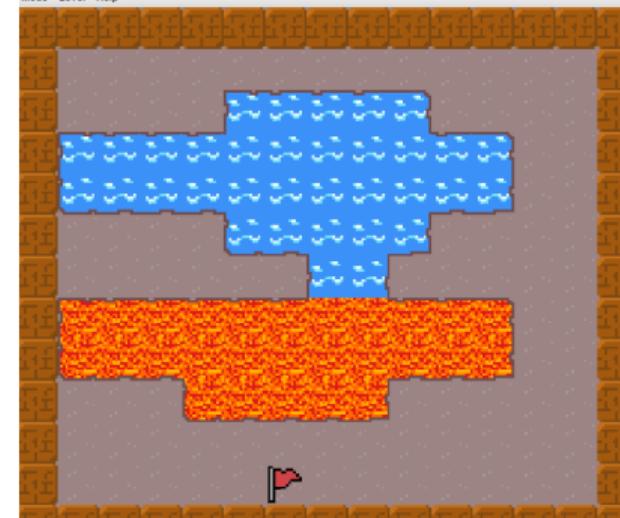
[Cancel](#)

[Add](#)

Mode Level Help



Mode Level Help



Sept - Oct 2024 : Game Editor

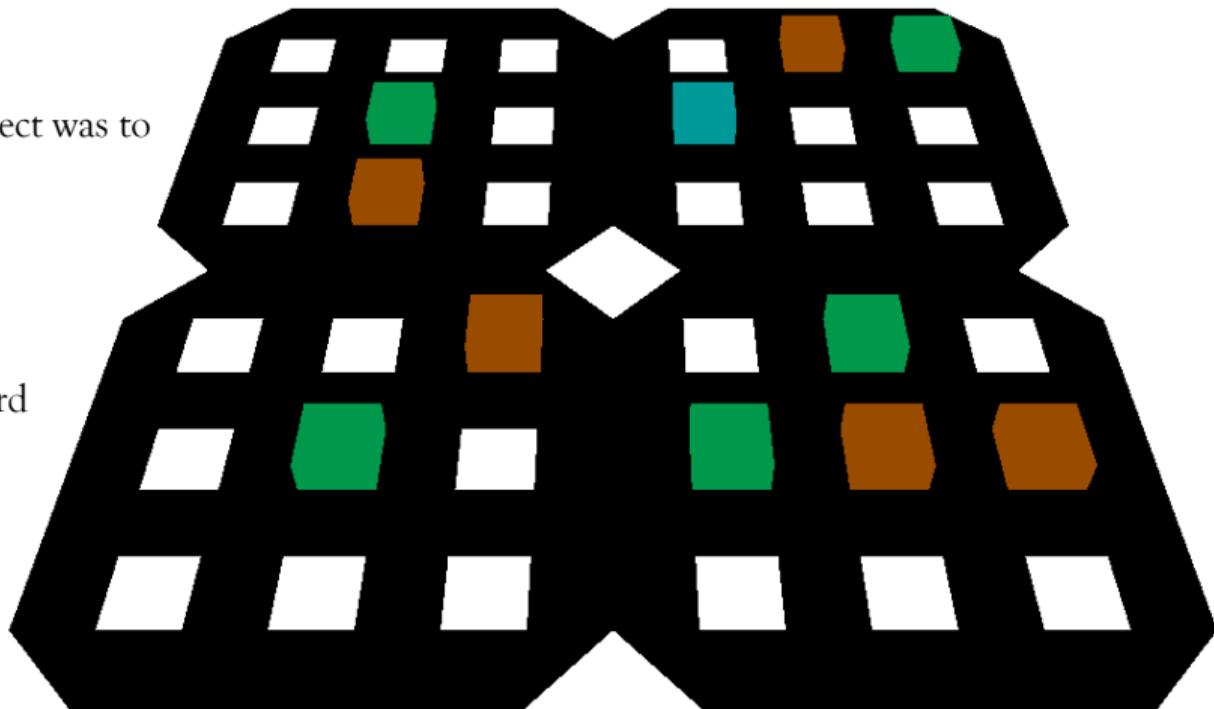
See on my [GitHub](#)

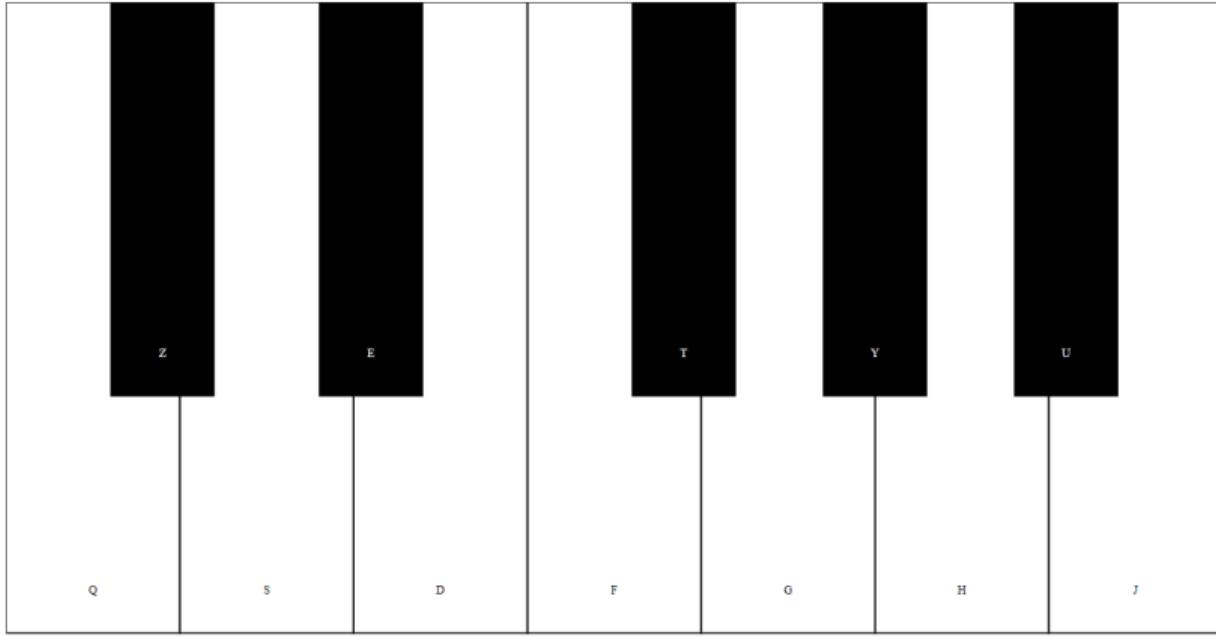
Other projects

The goal of this personal project was to recreate Pentago game in 3D using OpenGL.

It's playable using the keyboard

See on my [GitHub](#)





A mini piano web application, playable with keyboard

See on my [GitHub](#)

My GitHub

