

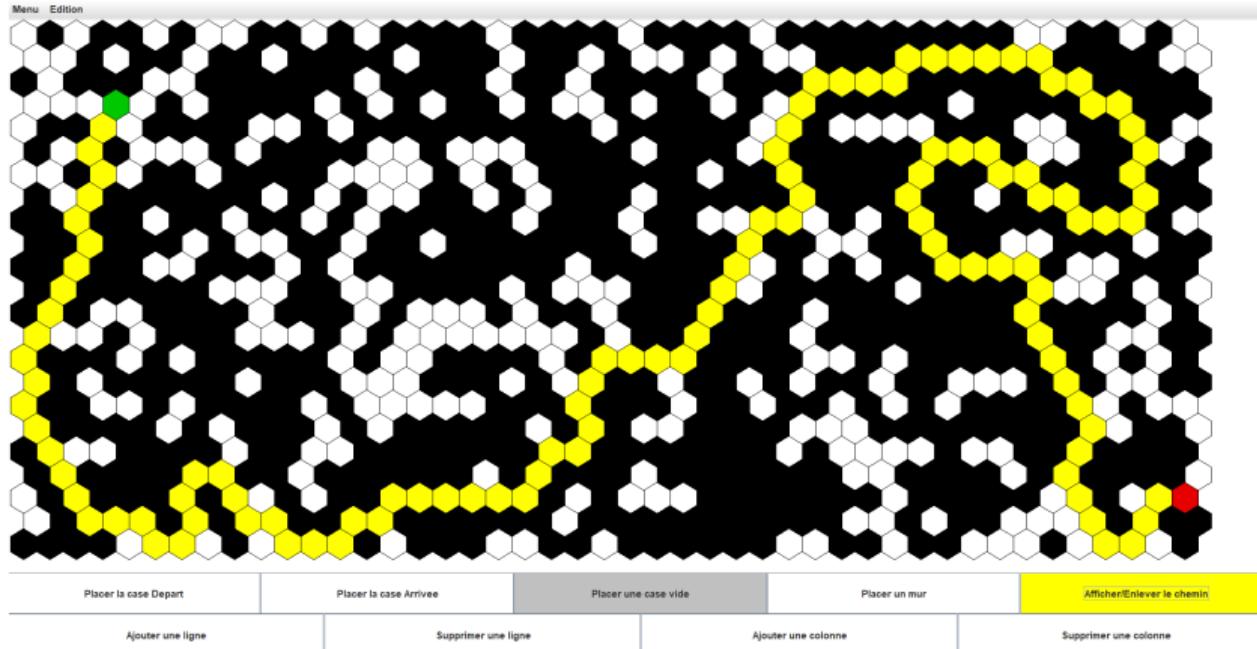
My work in Design and IT

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2022 : First big IT project : a maze solver application in Java

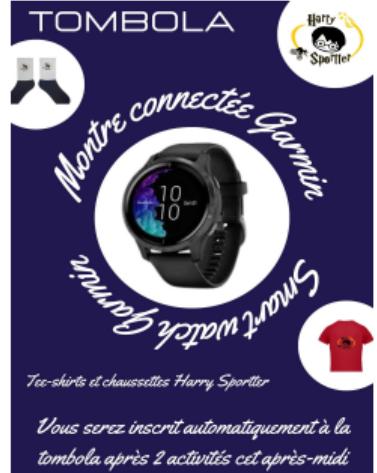
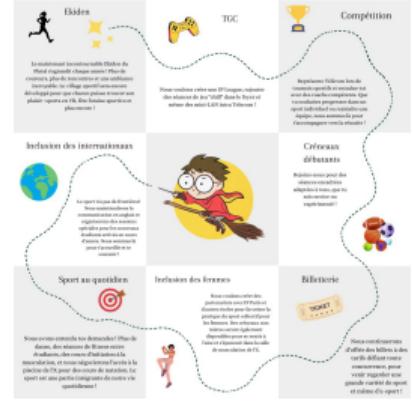


See on my [GitHub](#)



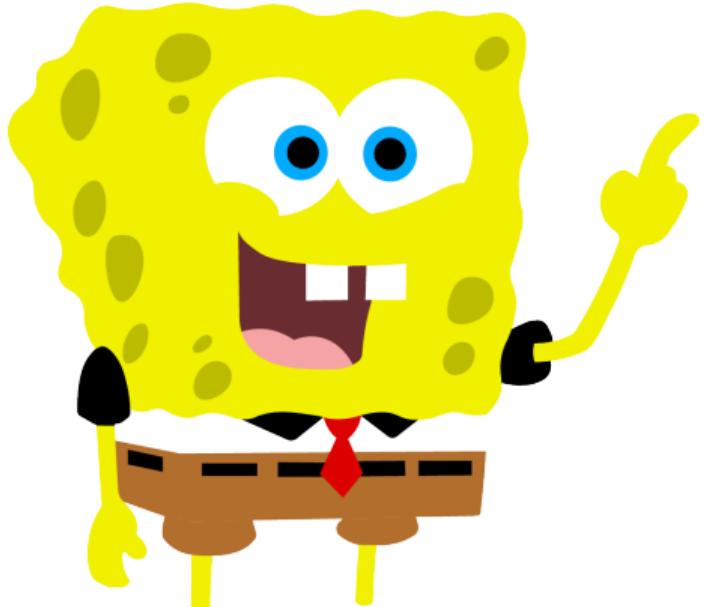
May 2023 : Communication and management of an Instagram account

Design with Canva



Since 2023, I started using Illustrator to create minimalist drawings





And others ...

Mars 2024 : Web project



See on my [GitHub](#)

The screenshot shows the TOODOO application interface. At the top, there's a red header bar with the title "TOODOO". On the left, a sidebar titled "Categories" lists 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". The "TO DO" section contains tasks "Contact Joe" and "Deliver lunch". The "IN PROGRESS" section contains tasks "Review SES", "Kill the snails", and "Review English". The "FINISHED" section contains the task "Be kind". Each task has a progress bar and a small video camera icon.

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](#)

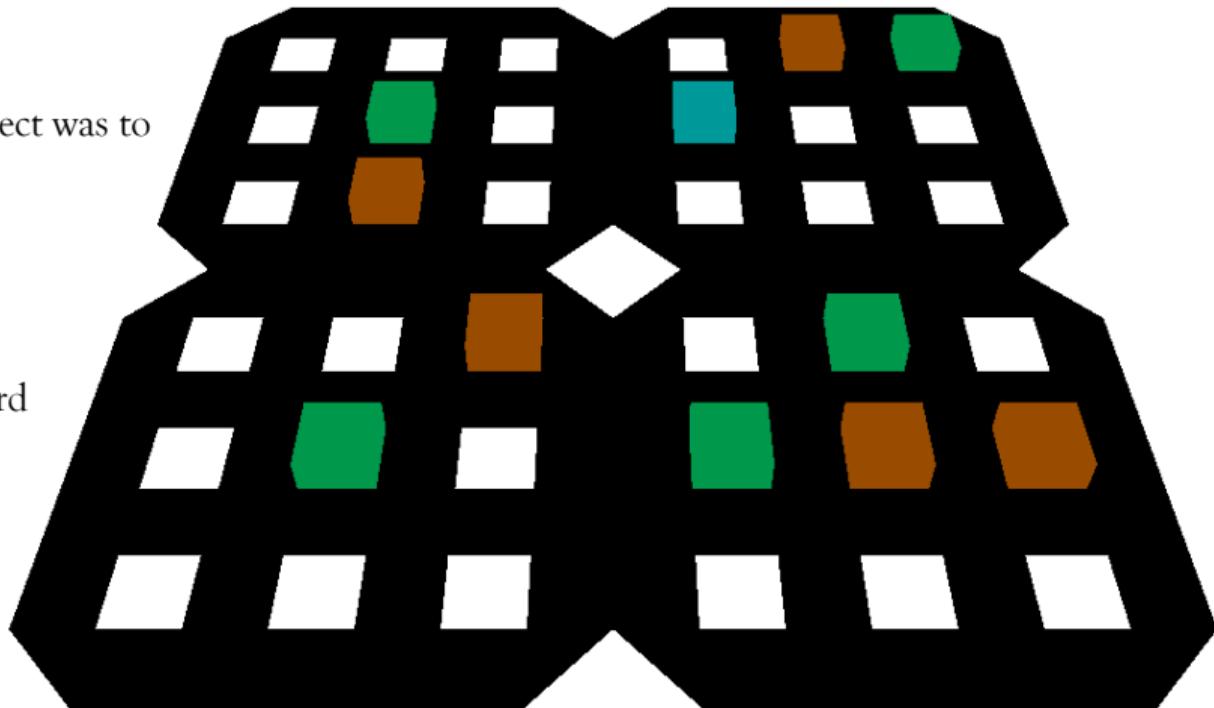
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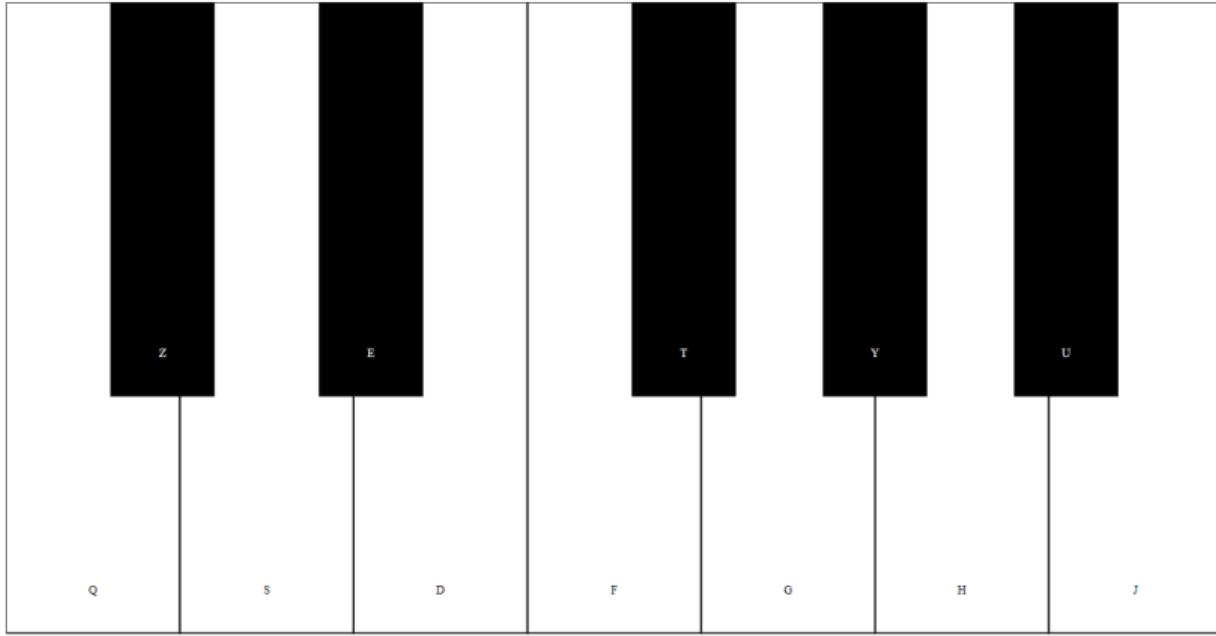
Other projects

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

