Kristin To

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WORK EXPERIENCE

Iowa Reading Research Center   **May 2023 – Present**
Computer Programmer / Graphic Designer | Iowa City, IA
- Developed full stack application that displays Moodle course data using React and Express frameworks, and MySQL.
- Developed dashboard that displays Google Analytics data, using React and Google Analytics API.
- Created animations, using the video creation platform Vyond and Adobe After Effects, for interactive learning modules to increase engagement of 20,000+ viewers.
- Created branding for LIFTER and CLIFTER, handwriting instruction tool for educators.
- Designed 70+ graphics for use in the office, on the web, and in promotional materials using Adobe Illustrator.

University of Iowa - Cinematic Arts Department   **Mar 2025 – Present**
Computer Graphics Research Fellow | Iowa City, IA
- Engineered pipeline improvements for Gaussian splatting, GPU rendering, and real time 3D point cloud based "video" editing by developing batch scripts (Python).
- Constructed Virtual Reality Gaussian splat experience using Unreal Engine.

RSM   **June 2025 – August 2025**
Application Developer Intern | Des Moines, Iowa
- Developed custom extensions for Microsoft Dynamics 365 Business Central using AL (Application Language), including reports, XMLports, and pages.
- Gained hands-on experience with client environments and contributed to real client work by customizing checks and sale invoices based on Business Requirement Documents (BRDs).
- Utilized Azure DevOps for version control and project tracking in a team development environment.
- Shadowed and supported developers to understand best practices in ERP development and client-facing implementations.
- Participated in a capstone project involving cross-functional collaboration to research and present on emerging industry challenges, client impacts, and recommendations.

University of Iowa – School of Journalism and Communication   **Nov 2024 – Dec 2024**
Undergraduate Research Assistant | Iowa City, IA
- Developed Python web scraper to collect 950+ images and image metadata from The Pulitzer Prizes website, with Pandas Data Frame to store and visualize data.

SKILLS

Coding Languages:	JavaScript, HTML / CSS, Python, C++
Developer Tools:	VS Code, Git, MySQL, React.js, Unreal Engine
Visual Tools:	Figma, Adobe Illustrator, Adobe After Effects

PROJECTS

CineStar | *JavaScript, HTML, CSS, Vue*   **Spring 2024**
- Collaborated with two other developers to design and implement a web application that displays movie data to viewers based on filters/search and allows users to save movies to custom lists.
- Applied UX design methodology: Establish requirements, competitive assessment, low-fidelity prototype, cognitive walkthrough, high-fidelity prototype, usability test.

Robotics at Iowa | *C++*   **Spring 2024**
- Developed control systems for rover motor control, integrated Sabertooth motor drivers with Teensy microcontroller.

LEADERSHIP ROLES

Women In Computing Sciences (WICS) | *Vice President*
May 2025 – Present
ACM SIGGRAPH | *Treasurer*
May 2025 – Present

VOLUNTEER

SIGGRAPH 2025 | *Student Volunteer*   May 2025

EDUCATION

University of Iowa | Iowa City, IA   Expected May 2026
B.S. Computer Science   Cumulative GPA: 3.75/4.0
B.F.A. Graphic Design

AWARDS

Jason & Leslie Weber Scholarship for Women	2025
Iowa Center for the Arts Scholarship	2025