

Kristin To

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EDUCATION

University of Iowa | Iowa City, IA
B.F.A. Graphic Design
B.S. Computer Science

Expected May 2026
Cumulative GPA: 3.77/4.0

WORK EXPERIENCE

Iowa Reading Research Center

May 2023 – Present

Computer Programmer / Graphic Designer | Iowa City, IA

- Translate complex Moodle database into one clear visual dashboard, allowing IRRC staff to evaluate effectiveness of learning courses and make informed design decisions.
- Design and implement UI/UX for an interactive application that teaches mnemonic letter sounds to children developing foundational reading skills.
- Create animations and graphics for interactive learning modules, increasing engagement of 200,000+ viewers and kickstarting adoption within Iowa schools.

Volumetric Imaging Pipelines Lab

Mar 2025 – Present

Computer Graphics Research Fellow | Iowa City, IA

- Design and implement UI for open-source tool that allows manipulation of 3D volumetric video, allowing Gaussian splatting techniques to be accessible for users with a non-technical background.
- Develop cost-effective and time-efficient Gaussian splatting workflow using Python scripts and open-source editors.
- Construct immersive and interactable museum experience for cultural access, using 3D volumetric scans compiled in UE 5.

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).
- Participated in a capstone project involving cross-functional collaboration to research and present on emerging industry challenges, client impacts, and recommendations.

Visual Media Lab

Nov 2024 – Dec 2024

Undergraduate Research Assistant | Iowa City, IA

- Developed Python web scraper that collects Pulitzer Prize images and metadata to study patterns of representation and visual bias in AI training data sources.

SKILLS

Visual Tools:

Figma, Adobe Illustrator, Adobe After Effects, Adobe InDesign, Maya

Technical Skills:

JavaScript, HTML / CSS, MySQL, Python, C++, Git, Unreal Engine 5

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.

LEADERSHIP ROLES

Women In Computing Sciences (WICS) | Vice President

May 2025 – Present

ACM SIGGRAPH @ UIOWA | Treasurer

May 2025 – Present

VOLUNTEER

SIGGRAPH 2025 Conference | Student Volunteer

May 2025

AWARDS

Iowa Center for the Arts Scholarship

2025

Jason & Leslie Weber Scholarship for Women

2025