

Kristin To

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EDUCATION

University of Iowa | Iowa City, IA
B.A. Art
B.S. Computer Science

Expected May 2026
Cumulative GPA: 3.79/4.0

WORK EXPERIENCE

Delsys

June 2026 - Present

Software Engineer Intern – UI/UX | Natick, MA

- Design and develop user interfaces for biotech software applications using **C#**, **.NET**, and **WPF**, catering to a diverse user base in healthcare research.
- Utilize **Jira** and **Git** for project tracking and collaboration within a large cross-functional **Agile** team.

Volumetric Imaging Pipelines Lab

Mar 2025 – May 2026

Computer Graphics Research Fellow | Iowa City, IA

- Design and implement UI for open-source tool that enables manipulation of moving 3D volumetric scans, allowing Gaussian splatting techniques to be accessible for users with a non-technical background, using **C++**.
- Build cost-effective and time-efficient 3D volumetric scanning pipeline, using custom **Python** scripts and open-source tools.
- Construct immersive and interactable museum experience for cultural access, using 3D volumetric scans compiled in **UE 5**.

Iowa Reading Research Center

May 2023 – May 2026

Computer Programmer / Graphic Designer | Iowa City, IA

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

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 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.

SKILLS

Visual Tools:

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

Technical Skills:

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

LEADERSHIP ROLES

Women In Computing Sciences (WICS) | Vice President

May 2025 – Present

- Organized career workshops and tech talks with industry and academic leaders for 60+ members.
- Led organization to MINK WIC (Missouri, Iowa, Nebraska, and Kansas Computing Conference) and presented on UI/UX Design principles for developers.
- Head of marketing & social media for 2026 University of Iowa Computing Conference (UICC), cohosted with ACM and SIGGRAPH student organizations.

ACM SIGGRAPH @ UIOWA | Treasurer

May 2025 – Present

- Kickstart University of Iowa ACM SIGGRAPH chapter, supporting organizational development and event planning.
- Managed budget and logistics for chapter events, including the first Electronic Theater screening in Iowa City, bringing the local graphics and creative technology community together.

AWARDS

Student Employee of the Year – Administrative Services

2026

Jason & Leslie Weber Scholarship for Women (Women in Computer Science)

2025

Iowa Center for the Arts Scholarship

2025