

MEGHA SACHDEVA

[Portfolio Website](#) | [Email](#) | [LinkedIn](#)

EDUCATION

Arizona State University - [Ira A. Fulton Schools of Engineering](#), [College of Integrative Sciences and Arts](#), [AME](#), [HIDA](#) [Aug 2023 - May 2025, Tempe, AZ](#)

M.S. in User Experience Design

CGPA 4.00 / 4.00

(UI/UX Design, User Research, Media Art and Installations, Interaction Design, 360 Immersive Media Technology, VR & XR Technologies)

[SVKM's NMIMS Mukesh Patel School of Technology Management and Engineering](#)

[July 2018 – May 2022, Mumbai, India](#)

B.Tech in Information Technology

CGPA 3.33/4.00

(Game and App Development, Human Computer Interaction, Unity, C++, C , C#, Python)

[IBM - Honors - Minor in AI/ML](#)

[Aug 2019 – May 2022, Mumbai, India](#)

(Artificial Intelligence and Machine learning using Python)

SKILLS

Technical- TouchDesigner (Intermediate), Pixera (Intermediate), Unreal Engine (Intermediate), Unity (Intermediate), Figma (Advanced), Adobe Creative Suite (Illustrator, Photoshop, Premier Pro, Indesign)-(Advanced), C, C#, C++ - (Advanced) , Python (Intermediate).

Creative Technology, VR & AR design, Immersive Media Art design, Spatial design, eXtended Reality development (XR), AI/ML.

WORK EXPERIENCE

[Teaching Assistant- DSC 598 - Immersive Media Design I \(Herberger Institute for Design and the Arts at ASU\)](#)

[April 2025, Mesa, AZ, USA](#)

- Assisted in teaching immersive media design principles, supporting student projects involving real-time systems, interactive storytelling, and tools like TouchDesigner.

[Graduate Research Assistant \(Bogosian Labs at ASU MIX Center\)](#)

[Mar 2025 – May 2025, Mesa, AZ, USA](#)

- Developed a real-time data visualization project using TouchDesigner, Robotic arm, and Microsoft Kinect to explore immersive interaction and spatial storytelling.
- Researched, based on the project, the intersection of embodied interaction, real-time data visualization, and immersive technologies.

[XR Creative Developer \(METEOR Studios at MIX\)](#)

[Oct 2024 – May 2025, Mesa, AZ, USA](#)

- Worked as a Unity developer and UI designer for various Dreamscape Learn Projects.
- Worked with clients and experienced developers for various industry level projects (SESE, MARS)

[UX Designer - \(Inawwgment Pvt. Ltd.\)](#)

[May 2022 – June 2023, Mumbai, India](#)

- Developed engaging, user-centric digital experiences at Inawwgment Pvt. Ltd. by integrating user research, design expertise, and cross-functional collaboration. My efforts contributed to a 25% increase in customer engagement through improved user experiences on the company website.

PROJECTS

[Kaleidoscope of Thoughts \(360-degree Immersive Audio/Visual Media and Art Installation\)](#)

[Jan 2025- May 2025, Mesa, AZ, USA](#)

- Designed and developed an immersive audio/visual installation that transforms real-time audience data into dynamic kaleidoscope shapes, creating an interactive, enhanced immersive space.
- Incorporated real-time data visualization techniques to shape user input into captivating, evolving patterns that enhance the sensory experience within the installation.

[Constellations \(Interactive & Immersive Audio/Visual Performance\)](#)

[Oct 2024- Nov 2024, Mesa, AZ, USA](#)

- Conceptualized and Developed an Interactive & Immersive visual art piece using inspiration from Hubble Telescope and WEBB images and ParticleGPU in TouchDesigner to generate real-time & interactive galaxy-inspired visuals.
- Integrated tracking using Kinect and immersive sound design with spatial/ambisonic audio, enhancing the sensory experience for viewers. The Project was showcased on the Virtual Production LED volume at ASU MIX Center.

[The Echoes of Dragon Kiln - \(Designing for Dreamscape\)](#)

[Sept 2024- Dec 2024, Mesa, AZ, USA](#)

- Worked as a Unity integrator for "The Echoes of Dragon Kiln", a game-like immersive experience developed in collaboration with Meteor Studios for the Dreamscape Free Roam Education Pod at the ASU MIX Center.
- Integrated Unity elements to enhance user interaction and engagement, ensuring a seamless and immersive educational experience within the pod environment.