

MEGHA SACHDEVA

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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
- 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
- IBM - Honors - Minor in AI/ML** Aug 2019 – May 2022, Mumbai, India

SKILLS

Technical- TouchDesigner (Advanced), Unreal Engine (Intermediate), Unity (Intermediate), Adobe Creative Suite (After Effects, Premier Pro - Intermediate), Resolume (Intermediate), Pixera (Intermediate), MadMapper (Intermediate), Python (Intermediate), Figma (Advanced), C, C#, C++ (Advanced).

UI/UX Design, Immersive Media Art design, Spatial design, eXtended Reality development (XR), AI/M, Game and App Development, Human Computer Interaction, Creative Technology, VR & AR design,

WORK EXPERIENCE

- Technical Artist (EXP Labs at Rice University)** September 2025, Houston, TX, USA
- Working as a Technical Artist bridging the gap between art and technology by developing and integrating creative visual systems, facilitating projection mapping workflows, and supporting immersive media projects through real-time design and interactive storytelling tools.
- UI Integrator/ Project Co ordinator (MESH Labs at ASU)** September 2025 - Remote, Mesa, AZ, USA
- Working as a Technical Artist bridging the gap between art and technology by developing and integrating creative visual systems, facilitating projection mapping workflows, and supporting immersive media projects through real-time design and interactive storytelling tools.
- Graduate Researcher & Teaching Assistant- DSC 598 - Immersive Media Design I (HIDA 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.
- XR Creative Developer (METEOR Studios at MIX)** Oct 2024 – May 2025, Mesa, AZ, USA
- Developed interactive experiences in Unity for Dreamscape Learn immersive education projects
 - Designed and implemented UI systems within real-time 3D environments to enhance user interaction and learning outcomes
 - Collaborated with cross-functional teams, clients, and senior developers on industry-scale XR projects (SESE, MARS)
 - Contributed to the integration of spatial storytelling, user experience design, and real-time interaction pipelines
- UX Designer (AWW)** Oct 2024 – May 2025, Remote, San Francisco, USA
- Designed user-centered digital experiences across web and interactive platforms, focusing on usability, accessibility, and visual clarity
 - Conducted UX research and translated insights into wireframes, prototypes, and high-fidelity designs using Figma
 - Collaborated with developers and cross-functional teams to implement and iterate on design solutions
 - Improved user flows and interface consistency through heuristic evaluation and iterative design processes
- Web Developer Intern (AWW)** Oct 2024 – May 2025, Remote, Bangalore, India
- Developed and maintained responsive web interfaces using modern front-end technologies
 - Translated UI/UX designs into functional, high-performance web components
 - Collaborated with designers and engineers to ensure seamless integration of design and functionality
 - Optimized website performance, accessibility, and cross-browser compatibility

Kaleidoscope of Thoughts - 360° Interactive Audio/Visual Installation

Published and presented at the IEEE VIS Arts Program 2025 (Vienna, Austria), this work involved the design and development of a 360-degree immersive installation that translates real-time audience input into evolving kaleidoscopic visual systems. Built dynamic data visualization and interaction pipelines to drive responsive audiovisual output based on user presence and behavior. Integrated generative visuals with spatial audio to create a multi-sensory environment that fosters perception, reflection, and collective engagement.

Constellations - Interactive & Immersive Audio/Visual Performance

Exhibited at the ASU MIX Center (2024–2025), Art in Action NYC 2025, and CICA Museum, Seoul (2025), this work presents an interactive, galaxy-inspired visual system informed by astronomical imagery. The project generates real-time particle-based visuals using ParticleGPU in TouchDesigner, driven by audience movement and interaction. It integrates Kinect-based tracking with spatial and ambisonic audio to create an immersive, responsive environment that enhances embodied engagement across diverse exhibition contexts.