

MEGHA SACHDEVA

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SUMMARY

Visual Designer and Creative Technologist with 3+ years of experience in UX/UI design, immersive media, and real-time interactive environments. Skilled in user research, UX documentation, wireframing, rapid prototyping, high-fidelity interface design, and production-ready UI assets for web, VR, training, and simulation experiences. Experienced with Unity, Unreal Engine, TouchDesigner, 3D workflows, and spatial technologies, including Kinect-based interaction, projection mapping, and large-scale immersive systems. Collaborative, detail-oriented designer experienced working with artists, programmers, researchers, instructional designers, and production teams to translate complex concepts into intuitive, technically feasible visual experiences.

SKILLS

Technical: Unity, Unreal Engine, Figma, Adobe Creative Suite, C#, C++, Python, TouchDesigner, 3D and real-time workflows.

Design: Game and training UI, UX research, wireframing, rapid prototyping, high-fidelity interfaces, VR/AR design, UI asset implementation.

WORK EXPERIENCE

Visual & Experience Designer | Launch Performance Collective

Jun 2026 - Present | Remote, USA

- Lead UX/UI, website, and visual designer, creating wireframes, high-fidelity interfaces, brand systems, and production-ready digital assets.
- Collaborating with multidisciplinary stakeholders to translate organizational needs into accessible, user-centered experiences.

Visual Creative Designer | Mercor

Feb 2026 - Jun 2026 | Remote, USA

- Generate and evaluate high-quality visual assets using generative AI, design systems, and creative automation workflows.
- AI-assisted refining of visual outputs through detailed quality assurance, ensuring accuracy, consistency, usability, and production readiness.

Technical Artist | EXP Lab, Rice University

Aug 2025 - Feb 2026 | Hybrid , Houston, TX, USA

- Developed real-time immersive environments using TouchDesigner and Unreal Engine, integrating projection mapping, Kinect-based head tracking, and interactive visual effects Collaborated with artists, researchers, and developers to prototype, calibrate, troubleshoot, and implement technically reliable spatial experiences.

XR Creative Developer and UI Integrator | METEOR Studio, Arizona State University

Jan 2025 - April 2025 | Mesa, AZ, USA

- Designed and integrated VR user interfaces for Dreamscape Learn educational simulations using Unity and the Dreamscape SDK. Implemented UI assets, interactive triggers, timelines, lighting, and haptic feedback while collaborating with artists, programmers, instructional designers, and game designers.

UX Designer (AWW)

Oct 2022 – June 2023, 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 70% 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.
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EDUCATION

Arizona State University - M.S. in User Experience Design, **CGPA 4.00 / 4.00**

Aug 2023 - May 2025 | Tempe, AZ

SVKM's NMIMS University - B.Tech in Information Technology, **CGPA 3.33/4.00**

July 2018 – May 2022 | Mumbai, India

IBM - Honors - Minor in AI/ML

Aug 2019 – May 2022 | Mumbai, India

PROJECTS

***Kaleidoscope of Thoughts* - 360° Interactive Audio/Visual Installation**

2025

Published and presented at the IEEE VIS Arts Program 2025 (Vienna, Austria); SIGGRAPH Los Angeles 2026 as Poster Presentation- this work involved the design and development of a 360-degree immersive installation, with spatial audio that translates participatory data from the audience into evolving kaleidoscopic visual systems.

***Constellations v1.0* - Interactive & Immersive Audio/Visual Performance**

2024

Exhibited for public showcases at the ASU Media and Immersive eXperience Center, in Mesa, Arizona (2024-2025), Art in Action show in NYC (2025), The 18th Contemporary Venice 2026 in Venice, Italy (2026) and at the CICA Museum in Seoul, South Korea (2025, 2026); this work presents an Immersive and Interactive Audio-Visual performance with NASA's astronomical imagery inspired visuals, controlled by real-time depth sensing and positional data.