

# MEGHA SACHDEVA

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

## EDUCATION

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

**M.S. in User Experience Design**

**CGPA 4.00 / 4.00**

(Media Art and Installations, Interaction Design, 360 Immersive Media Technology, UI/UX Design, User Research, 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** (Game and App Development, Unity, C++, C, C#, JavaScript)

**CGPA 3.33/4.00**

**IBM- Honors -Minor in AI/ML**

Aug 2019 – May 2022, Mumbai, India

(Artificial Intelligence and Machine learning)

## SKILLS

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

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 of Design and Arts)**

April 2025, Mesa, AZ

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

**Graduate Research Assistant ( Ideation Lab at ASU MIX Center)**

Mar 2025 – Ongoing, Mesa, AZ

- Developing a real-time data visualization project using Unreal Engine, robotic arm, and Vive trackers to explore immersive interaction and spatial storytelling.
- Co-authoring a research paper based on the project, focusing on the intersection of embodied interaction, real-time data visualization, and immersive technologies.

**Creative XR Developer ( METEOR Studios at MIX)**

Oct 2024 – Ongoing, Mesa, AZ

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

**Inawwgment Pvt. Ltd.- UX Designer**

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 (WIP) Immersive Audio/Visual Media and Art Installation**

Jan 2025- Ongoing Mesa, AZ,USA

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

**Constellations Project (Interactive Visual Art in TouchDesigner)**

Oct 2024- Nov 2024, Mesa, AZ

- Conceptualized and Developed an interactive visual art piece using inspiration from Hubble Telescope and WEBB images and ParticleGPU in TD 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.

**Designing for Dreamscape-The Echoes of Dragon Kiln (Collaboration with METEOR Studio)- Unity Integrator**

Sept 2024- Dec 2024, Mesa, AZ

- 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.