

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, Unreal Engine, Unity, Adobe Creative Suite (After Effects, Premier Pro - Intermediate), Resolume Arena, Pixera, MadMapper, Python, Figma, C, C#, C++. UI/UX Design, Immersive Media Art design, Spatial design, eXtended Reality development (XR), AI/ML, Game and App Development, Human Computer Interaction, Creative Technology, VR & AR design.

WORK EXPERIENCE

- Visual Creative Designer (Mercor)** March 2026 - present, Remote, USA
- Leveraging generative AI and creative automation tools to develop high-quality visual assets and scalable design concepts for digital media workflows, optimizing both speed and creative output.
 - Integrating art and technology by building adaptive visual systems and prototyping immersive, projection-based experiences, translating conceptual ideas into production-ready visual solutions.
- Technical Artist (EXP Labs at Rice University)** September 2025 - March 2026, Hybrid, Houston, TX, USA
- Contributed as a Technical Artist, bridging art and technology by developing and integrating real-time visual systems, supporting projection mapping workflows, and delivering immersive media experiences through interactive storytelling and scalable visual solutions.
- UI Integrator/ Project Coordinator (MESH Labs at ASU)** September 2025 - Remote, Mesa, AZ, USA
- Worked as a UI Integrator and Project Coordinator, supporting the design and implementation of user interface solutions while coordinating cross-functional project tasks, streamlining workflows, and ensuring timely delivery of digital experiences across collaborative teams.
- 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 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.
- Web Developer Intern (Rabtul Pvt. Ltd.)** 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 to increase performance, accessibility, and cross-browser compatibility by 75%.

PROJECTS

- [Kaleidoscope of Thoughts](#) - 360° Interactive Audio/Visual Installation** 2025
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.
- [Constellations 1.0](#) - Interactive & Immersive Audio/Visual Performance** 2024
Exhibited at the ASU MIX Center (2024–2025), Art in Action NYC 2025, and CICA Museum, Seoul, South Korea (2025), this work presents an interactive, galaxy-inspired visual system informed by astronomical imagery.