

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**

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

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 (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).

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

WORK EXPERIENCE

Technical Artist (EXP Labs at Rice University) September 2025 - ongoing, 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.

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)

PROJECTS

Kaleidoscope of Thoughts (360-degree Immersive Audio/Visual Media and Art Installation) Jan 2025- May 2025 Mesa, AZ, USA

- Official acceptance and presentation at the **IEEE VIS Arts Program 2025 in Vienna, Austria.**
- 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

- The Project was showcased on the Virtual Production volume at ASU MIX Center, **for four public exhibitions from 2024-2025, and in Art in Action New York 2025, along with an exhibition at the CICA Museum, Seoul, South Korea, 2025.**
- 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 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.