MEGHA SACHDEVA

+1(551)689-6723 | Tempe, AZ | Portfolio Website | Email | LinkedIn | XR Projects

EDUCATION

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

M.S. in User Experience- CGPA 4.00 / 4.00 (Courses- GIT 542, 540 | TWC 544, 501 | HSE 542, 549 | DSC 551, 598, 590 | AME 598, 598)

(UI/UX Design, HSE, HCI, Graphic Design, User Research, Interaction Design, Immersive Media Technology, 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- CGPA 3.33/4.00 (Web Programming, HCI, Mobile Game & App Development, SAS)

IBM-Honors -Minor in AI/ML

Aug 2019 – May 2022, Mumbai, India

(Artificial Intelligence and Robotics, Machine learning, Computational Linguistic & Natural Language processing, Computer Neural Networks)

WORK EXPERIENCE

XR Creative Developer (METEOR Studio)

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, W.P. Carey).

Film equipment Assistant (Sidney Poitier Film School)

Aug 2024 - Ongoing, Mesa, AZ

- Assisting students and faculty in operating and maintaining professional-grade film equipment for academic and creative projects.
- Managing inventory, ensuring timely setup, troubleshooting technical issues, and coordinating equipment rentals for film and theatre productions.

MIX Center Assistant (Events at MIX)

June 2024 - Ongoing, Mesa, AZ

- Supporting event planning and execution, including technical setup, and coordination for various on-campus events.
- Designing posters and content for live events, ensuring a smooth and engaging experience for attendees.

Inawwgment Pvt. Ltd.- UX Designer

Nov 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

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.

Blue- Arizona water chatbot

Jan 2024- May 2024, Tempe, AZ

- Worked on an industry project by Julie Ann Wrigley Global Futures Laboratory™, Arizona Water Chatbot-Blue.
- Performed Heuristic evaluation, User interviews, User surveys and improvisation of the existing design.

SKILLS

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

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

Soft- Communication skills, Decision making, Aesthetics, Creativity and Innovation, Leadership skills.

Interests- Photography, Video editing, Illustrations, 3D graphics, .User research, Interaction design, Visual design, Graphic design.