

# MY NAME IS DEV

and this is my curriculum vitae

## INFO

- Devraj J Joshi
- hello@mynameis.dev

## CONSULTING

- **Artmatr (artmatr.co)** New York, USA  
*Technical Direction & Strategy, 2020*  
Ongoing development of Artmatr's product stack, hardware & user experience strategy. Working with founders to develop strategic & technical roadmaps for the short-to-mid term. Conducting supplier & contractor evaluations while streamlining internal processes.
- **Second Nature (secondnature.io)** London UK  
*Product Development, 2019 - 2020*  
Researched & evaluated hardware products integrating into Second Nature's existing software offering. Performed market & hardware analysis of existing competing products. Liaised with internal engineering team to develop user experience improvements & debug Bluetooth connection issues.

## EMPLOYMENT

- **Random International (random-international.com)** London, UK  
*Associate Director, 2017 - 2020*  
Led the research, development & execution of the systems & technologies for the studio's operations. Directed & motivated an interdisciplinary team of designers, engineers & developers, managing their workloads & growth paths. Selected & managed freelancers, consultants & 3<sup>rd</sup> party specialists. Guided the development of artworks by advising on technology selection, system design & project roadmapping. Integrated current & emerging technologies into studio practice.  
  
Set briefs for research & development, managing time, budgets & resources for production while advising on studio operations & governance. Oversaw the transition of projects from development through to production & then onto installation. Communicated studio design & technology strategy to management, designers & clients for both cost-benefit analysis & technical problem solving. Identified technical & financial risks during project planning by accounting for the details & the big picture.
- **Random International (random-international.com)** London, UK  
*Senior Creative Technologist - Head of Technology, 2010 - 2017*  
Responsible for the development, design, implementation & ongoing upkeep of interactive art installations & pieces in a wide variety of physical & digital media, for private collectors, museums & corporations. Responsible for developing & prototyping systems & devices to support and enable the studio's work. Conducted research with scientists & academics to inform new artworks.
- **Siemens Mobility Traffic Solutions (siemens.co.uk/traffic)** Poole, UK  
*Product Development Engineer, 2008 - 2009*  
Projects & training undertaken with five engineering teams. Developed internal tools to reduce product development time & award winning designs for traffic signalling displays.
- **Oculus Group (ovei.co.uk)** London, UK  
*Technical & Systems Designer, 2007 - 2008*  
Concept development, realisation & system integration. Two month secondment to South East Asia, meeting clients to develop requirements & product features.

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## EDUCATION

- **Product Design Engineering with Professional Development (Hons) BSc.**  
Brunel University - School of Engineering & Design, London (2006 - 2010)
- **Four A-Levels incl. Computing, two AS-Levels incl. Design & Technology**  
Poole Grammar School, Dorset (2000 - 2006)

## SKILLS & ACCREDITATIONS

- PRINCE2 Project Management
- Photography & video production
- CAD solid modelling
- Cisco Certified Network Associate
- Electronics system design
- Prototype & build (workshop skills)
- Written, verbal & visual communication
- Siemens Champion of Innovation (2008/09)

## TEACHING & SPEAKING

- **Innovation Design Engineering - Technology & Strategy**  
*Visiting tutor, Imperial College London / Royal College of Art, 2017 - Present*
- **Keeping The Specifics Insight - Studio Practice Presentation**  
*IN-Site : X-Site International Forum, Taipei Fine Arts Museum (TFAM), 2019*
- **+/- Human & Zoological Project Review**  
*Nicer Tuesdays Presentation, It's Nice That, 2018*
- **Digital Footprints - ECAL MID**  
*One Week Workshop, EPFL ECAL, 2015*

## SELECTED PROJECTS

- **PHASE with aauuttoo studio**  
Ongoing research, design & development of a premium astronomical clock. PHASE is a limited edition, luxury market timepiece which provides views of earth's moon in real time. Combining innovative lighting & diffusion technology with artisanal casting techniques, aauuttoo is currently preparing PHASE for its first batch production run. London, UK (2017 - Present)
- **Hand Drawn by Robots**  
Hand Drawn by Robots (HDBR) is a London based studio producing mixed media print works. By combining computationally generated imagery with more traditional mediums & techniques, HDBR explores natural forms, negative space & elegant geometry for commercial & private clients. London, UK (2018 - Present)
- **Headless Ghost**  
Designed & successfully crowdfunded the production of a high resolution HDMI display emulator (dummy plug) for remote desktop & GPGPU markets. Managed marketing, social media & supply chain for a >320% funded Kickstarter project, selected as a Staff Pick. headlessghost.com. London, UK (2014 - Present)
- **Rain Cloud with Product Laboratory Ltd.**  
A highly focussed weather device, rain cloud is a single purpose 'physical app' that provides glanceable, actionable information about rainfall. Awarded funding from Innovate UK & Creative England, Product Laboratory developed a number of prototypes which were showcased at the V&A Digital Design Weekend as part of the 2016 London Design Festival. Bristol, UK (2014 - 2017)
- **Slidex coating with Diameter Ltd.**  
Investigated practical applications for Diamond-like Carbon coated polymers in a commercial context. Researched methods of production, application & maintenance related to uses of the material in a number of contexts. Designed tests to carry out empirical analysis of coated surfaces & their properties. London, UK (2009 - 2010)