

MY NAME IS DEV

and this is my curriculum vitae

INFO

- Devraj J Joshi
- hello@mynameis.dev

EMPLOYMENT

- **Whatever Together (whatevertogogether.net)** London, UK
Founder, 2020 - Present
Technical direction, strategy, concept validation & product development for clients worldwide. Leading agile specialist teams to embed expertise & insight into organisations tackling complex multi-disciplinary challenges. Consulting & executing on creative & technical briefs across a number of sectors including the arts, healthcare, entertainment, robotics, education, hospitality & sustainability.
- **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 & 3rd 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
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.

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)

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SKILLS & ACCREDITATIONS

- PRINCE2 Project Management
- Photography & video production
- 3D design for physical & virtual
- Cisco Certified Network Associate
- Embedded system & software design
- Prototype & build (workshop skills)
- Written, verbal & visual communication
- Siemens Champion of Innovation

TEACHING & SPEAKING

- **Innovation Design Engineering - Technology & Strategy**
Visiting tutor, Imperial College London / Royal College of Art, 2017 - Present
- **Innovation & Human Connection In The Post-pandemic World**
Panel Discussion, CogX, 2021
- **Facilitating A Free-for-all: Inside The Creative Studio R&D Lab**
Panel Discussion, Beyond Conference, 2022
- **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

- **Dreamachine with Collective Act**
Technical direction & management for the Dreamachine live experience & wider education & science programme. Research & development in conjunction with neuroscientists of high precision lighting & optics to safely & repeatably deliver stroboscopically induced hallucinations to public audiences. Developed live experience hardware & software with a multi-disciplinary team of architects, musicians & designers in addition to overseeing web based digital products. (2020 - 2022)
- **PHASE with Relative Distance**
Ongoing research & development of a premium astronomical clock. PHASE is a limited edition, luxury market timepiece providing views of our moon in real time. Combining innovative optics with artisanal casting techniques, Relative Distance is currently preparing PHASE for its first batch production run. (2017 - Present)
- **Hand Drawn By Robots**
Hand Drawn by Robots (HDBR) is a London based studio producing mixed media print works for commercial & private clients. Combining computationally generated imagery with more traditional mediums & techniques, HDBR explores natural forms, negative space & elegant geometry at a variety of scales. (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. (2014 - 2020)
- **Rain Cloud with Product Laboratory**
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. (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. (2009 - 2010)