

MY NAME IS DEV

and this is my resumé

INFO

- Devraj J Joshi
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EMPLOYMENT

- **Whatever Together (whatevertogogether.net)** London, UK
Founder, 2020 - Present
Founded & led a design & innovation studio, assembling specialist teams to take ambitious concepts from validation to production.
 - » Delivered projects for 20+ clients, from startups to Fortune 500 companies, across arts, healthcare, entertainment, robotics, hospitality & sustainability.
 - » Directed work now deployed, exhibited or sold internationally, including the UK, Hong Kong, South Korea & Saudi Arabia.
 - » Re-engineered client prototypes into manufacturable products, improving production yield, assembly speed & reliability.
 - » Steered client teams through complex hardware, & interaction design prototyping & development work influencing overall product delivery.
- **Sunday Light (sundaylight.cc)** London, UK
Chief Technology Officer, 2025 - 2026
Led product strategy & delivery for a connected architectural sunlight lamp, across industrial design, embedded hardware, firmware, cloud & apps.
 - » Replaced hand-assembled, off-the-shelf modules with bespoke electronics reducing cost per unit by 72% while improving assembly speed & reliability.
 - » Built the connected platform from scratch: an AWS back end with secure over-the-air updates & fleet observability, plus iOS & Android apps.
 - » Created the internal production & development tools that enabled manufacturing to move to Asia at scale.
- **Random International (random-international.com)** London, UK
Contemporary art studio with a team of 20 using a wide range of technology to present interactive artworks. Delivered installations in 11 countries across Europe, the Americas, the Middle East, Asia & Australia.
Associate Director, 2017 - 2020
 - » Led 8-10 of the studio's staff across design, engineering & development, managing workloads, budgets & career growth.
 - » Shaped studio operations & governance alongside the founders, leading to faster delivery times for new technologies & artworks.
 - » Built & managed a network of freelancers, consultants & specialist partners, scaling capacity without growing permanent headcount.
 - » Managed multi-year projects with architectural scale budgets.
Head of Technology, 2012 - 2017 || Senior Creative Technologist, 2010 - 2012
 - » Set technology strategy, presenting cost-benefit and technical analysis to founders, designers & clients to guide investment decisions.
 - » Identified practical & financial risks at the planning stage, to ensure project delivery met deadlines & financial constraints at the highest quality level.
 - » Advised on technology selection, system design & roadmaps for new artworks, informed by research with scientists & academics.
 - » Designed and maintained interactive installations for museums, private collectors & corporations.
- **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, to develop requirements & product features with clients.

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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)

TEACHING & SPEAKING

- **Innovation Design Engineering (MA/MSc)**
Visiting tutor, Imperial College London / Royal College of Art, 2017 - Present
- **Cleantech Innovation (MSc)**
Visiting tutor, Imperial College London / Grantham Institute, 2024 - Present
- **ART // TECH // PLAY LIVE**
Panel Discussion, Collusion Cambridge, 2026
- **Measurement is a type of truth**
Relative Distance studio presentation, Dyson School of Design, 2025
- **Breathing, not blinking**
Panel Discussion, London Design Festival, 2024
- **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 Interaction Design & Creative Technology Workshop, EPFL ECAL, 2015

SELECTED PROJECTS

- **Dreamachine with Collective Act (dreamachine.world)**
Technical direction & management for the Dreamachine live experience & wider education & science programme. Research & development in conjunction with neuroscientists to safely & repeatably deliver stroboscopically induced hallucinations to audiences. Developed hardware & software with a team of architects, musicians & designers in addition to overseeing digital products for live shows. Toured show across 4 countries delivering performances to 50,000 participants (2020 - 2022).
- **PHASE with Relative Distance (relativedistance.co.uk)**
Ongoing research & development of a premium astronomical clock. PHASE is a limited edition, luxury market timepiece providing views of Earth's moon in real time by combining innovative optics with artisanal casting techniques (2017 - Present).
- **Hand Drawn By Robots (hdbr.io)**
Hand Drawn by Robots (HDBR) is a London based studio producing mixed media print works for commercial & private clients. Combining computationally generated imagery with traditional mediums & techniques, HDBR explores natural forms, negative space & elegant geometry at a variety of scales (2018 - Present).
- **Headless Ghost (headlessghost.com)**
Designed & successfully crowdfunded production of a high resolution HDMI display emulator for remote desktop & GPGPU applications. Managed marketing, social media & supply chain for a >320% funded project, selected as a Staff Pick (2014 - 2020).
- **Rain Cloud with Product Laboratory (raincloud.eu)**
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, a number of prototypes were showcased at the V&A Digital Design Weekend during London Design Festival 2016 (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).