

Anthony James Padavano

INDEPENDENT SYSTEMS ARTIST (DIGITAL HUMANITY)

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LINKS

[Portfolio](#) · [Omni-Dromenon Engine](#) · [ORGANVM System](#) · [GitHub](#)

PROFILE

Independent systems artist and infrastructure engineer exploring the intersection of human agency, radical transparency, and autonomous governance. Creator of the "ORGANVM Metasystem," a 103-repository living sculpture where digital architecture is reclaimed as a medium for human-scale expression. Specialist in "Infrastructure Art," translating deep technical logic into high-signal, scannable "Storefront" narratives. Focused on demonstrating how complex, agentic systems can be made transparent, steerable, and deeply aligned with human values through a performance of technical integrity. 18 years professional experience. MFA Creative Writing, LGBTQ+.

TECHNICAL SKILLS

Systems Art · Autonomous Governance · Technical Storytelling · Digital Humanity · AI-Conductor Methodology · CI/CD Choreography · GitHub Actions · TypeScript · Python · Schema Validation · D3.js · p5.js · Data Visualization · Public Process Documentation · Multi-Agent Orchestration · MFA Creative Writing

SELECTED PROJECTS

ORGANVM Eight-Organ System — 103-Repository Autonomous Infrastructure

A unified technical and narrative corpus encompassing 21K code files and 810K+ words of documentation. Governed by a formal promotion state machine and automated dependency validation. Every commit is a performative act of transparency, verified by 2,349+ automated tests acting as aesthetic sensors for correctness and human steerability.

Public Process — Recursive Methodology Documentation

42 published essays (~142K words) documenting the creative act in real-time. Explores the interface between human intent and agentic volume, reclaiming the "Cathedral" of digital infrastructure as a site for human agency and pedagogical transparency.

Classroom RPG Aetheria — AI-Native Learning Environment

Gamified education platform prototype featuring dynamic AI quest generation. Hardened for production with robust failure handling and 100% pass rate across unit tests. An exploration of how complex AI integrations can be made resilient and human-centric.

Omni-Dromenon Engine — Audience-Participatory Consensus System

Real-time performance infrastructure where collective input shapes live art through three-axis weighted consensus algorithms. Reclaims automated decision-making as an interactive, human-scale dialogue. <2ms P95 latency. Open-source MIT.

Portfolio — Performance-Grade Documentation Site

Astro 5 site governed by a CI/CD "quality ratchet" that enforces strict validation standards. Represents the scannable "Storefront" for deep systemic work, making complex architectural decisions visible to the public.

EXPERIENCE

Independent Systems Artist & Infrastructure Architect

2020 — Present

- **Radical Transparency:** Designed a 103-repository system where the rules of governance are the primary artwork; published ~810K+ words documenting technical decision-making as an ethical practice.
- **Human-Agent Collaboration:** Pioneered an "AI-conductor" methodology where human intelligence directs artificial volume, shifting the creative act from discrete production to systemic orchestration.
- **Infrastructure Performance:** Built a corpus of 2,349+ automated tests across 94 active repositories, utilizing technical correctness as a form of verifiable social trust.
- **Governance Choreography:** Orchestrated 128 GitHub Actions workflows built on 18 reusable templates, representing the work's autonomous "metabolism" and steerability.

Instructor — Composition, Writing & Complex Systems

2015 — Present

Miami Dade College, Keiser University, Nova Southeastern, FAU, Young Harris, Tarrant County, Broward, Palm Beach State

- 100+ courses across 8 institutions; 2,000+ students. Mentoring practitioners in technical rigor and translating complex systemic concepts into accessible pedagogical content.

Multimedia Specialist & Digital Strategist

2011 — 2024

AJP Media Arts — clients incl. MDC Foundation, Boca Ballet Theatre

- Produced high-volume visual and narrative campaigns; generated 17.5M+ views through the intersection of technical production and storytelling.

EDUCATION

M.F.A. Creative Writing, Florida Atlantic University

2015 — 2018

B.A. English Literature, CUNY College of Staten Island

2010 — 2014

CERTIFICATIONS

Full-Stack Developer, Meta (2024) · UX Design, Google (2023) · Digital Marketing, Google (2023) · Project Management, Google (2023)