

Anthony James Padavano

INDEPENDENT SYSTEMS ARTIST (INFRASTRUCTURE AS MEDIUM)

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LINKS

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

PROFILE

Independent systems artist and MFA researcher exploring the aesthetic potential of autonomous governance, recursive infrastructure, and agentic orchestration. Creator of the "ORGANVM Metasystem," a 103-repository living sculpture governed by automated validation and a formal promotion state machine. Specialist in "Infrastructure Art," translating deep technical rigor into scannable narrative "Storefronts" for human-agent interaction. Focused on the performative nature of CI/CD pipelines and the choreography of institutional-scale production as a solo practitioner. 18 years professional experience. LGBTQ+.

TECHNICAL SKILLS

Systems Art · Autonomous Governance · Technical Storytelling · Creative Writing (MFA) · TypeScript · Python · CI/CD · Choreography · GitHub Actions · Multi-Agent Orchestration · D3.js · p5.js · Data Visualization · Schema Validation · Software Architecture · Pedagogical Design · Public Process Documentation

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 (43 edges). Features 128 GitHub Actions workflows representing the work's "metabolism." A live demonstration of governance as a primary aesthetic medium.

Public Process — Recursive Methodology Documentation

A series of 42 published essays (~142K words) documenting the "AI-conductor" methodology in real-time. Explores the interface between human intent and agentic volume, treating the act of building as the primary performative output.

agentic-titan — Multi-Agent Orchestration Framework

TypeScript framework for orchestrating complex, multi-step creative tasks across autonomous agents. Includes 18 development phases and 1,276 tests. Engineered to explore high-reliability tool invocation as a choreographic score.

Classroom RPG Aetheria — AI-Native Learning Environment

Prototype for an interactive pedagogical environment featuring dynamic AI quest generation. Hardened for production with robust failure handling and 100% pass rate across unit tests. Explores the gamification of knowledge retrieval.

Portfolio — Performance-Grade Scannable Interface

Astro 5 site with generative p5.js visual layers. Governed by a CI/CD "quality ratchet" that enforces strict validation standards. Represents the scannable "Storefront" for deep systemic infrastructure work.

EXPERIENCE

Independent Systems Artist & Infrastructure Architect

2020 — Present

- **Governance as Art:** Designed a 103-repository system governed by a formal promotion state machine and automated validation; treating the infrastructure of creation as the primary artwork.
- **Infrastructure Performance:** Built a corpus of 2,349+ automated tests across 94 active repositories, utilizing technical correctness as a form of aesthetic verification.
- **Agentic Composition:** Developed multi-agent frameworks using the Claude Agent SDK featuring structured tool invocation as a method for solo production at institutional scale.
- **Narrative Translation:** Published ~810K+ words of documentation and essays, translating deep systemic architecture into scannable human-readable interfaces.

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. Translating complex technical and artistic concepts into accessible curricula and mentoring students in systemic rigor.

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)