

# Anthony James Padavano

## CREATIVE CODING EDUCATOR & P5.JS PRACTITIONER

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LINKS	<a href="#">Portfolio</a> · <a href="#">Omni-Dromenon Engine</a> · <a href="#">ORGANVM System</a> · <a href="#">GitHub</a>	
PROFILE	Educator with 11 years of college instruction across 8+ institutions and 2,000+ students, building a teaching practice grounded in making complex systems accessible through creative coding. Active p5.js and Processing practitioner — builder of generative art systems, interactive web experiences, and open-source performance tools. Creator of a 103-repository creative system documented in 42 published essays (~142K words), demonstrating computational arts methodology for replication and teaching. MFA Creative Writing. Full-Stack Developer (Meta). LGBTQ+.	
TEACHING SKILLS	p5.js · Creative Coding · Curriculum Design · Writing Pedagogy · Systems Thinking · Technical Communication · Workshop Facilitation · WebGL · WebAudio · D3.js · JavaScript · TypeScript · Python · Rubric Design · Assessment Design · LMS Administration · Student Mentoring · Peer Review Frameworks · Accessibility · Diverse Learner Populations	
TECHNICAL SKILLS	TypeScript · Python · React 18 · Node.js · p5.js · D3.js · WebGL · WebAudio · Astro · Docker · GitHub Actions · CI/CD · Git	
SELECTED PROJECTS	<b>ORGANVM Documentation System — 42 Published Essays</b> ~142K words of public documentation making complex creative infrastructure accessible to general audiences. Pedagogical transparency methodology: each essay teaches systems thinking, architectural decision-making, and creative production processes. Open reference material for practitioners and educators.	
	<b>Classroom RPG: Aetheria — Gamified Education Platform</b> React 19/TypeScript SPA transforming classroom learning into RPG mechanics: quests mapped to CCSS ELA and AP Literature standards, XP progression, AI-powered evaluation with rubric scoring and remediation feedback. Educator dashboard with analytics, rubric management, and standards-alignment tracking. Four thematic skins, 4-year English Lit curriculum, three-way student/teacher/parent voting system. Open-source MIT.	
	<b>Omni-Dromenon Engine — Participatory Performance System</b> Real-time audience-participatory performance infrastructure with educational applications. Consensus algorithms where collective input shapes outcomes — models for classroom engagement, collaborative learning, and real-time feedback systems. Genre presets for ballet, theatre, opera, electronic music.	
	<b>Portfolio Site — Interactive Case Studies &amp; Generative Art</b> Astro 5 site with 20 interactive case studies, generative p5.js art, D3.js data visualizations. Documentation-driven design demonstrating technical pedagogy through accessibility-first patterns and visual learning.	
TEACHING EXPERIENCE	<b>Instructor — Composition &amp; Writing</b> <i>Miami Dade College, Keiser University, Nova Southeastern, FAU, Young Harris, Tarrant County, Broward, Palm Beach State</i> <ul style="list-style-type: none"><li>100+ graduate and undergraduate courses across 8 institutions; 2,000+ students from diverse backgrounds.</li><li>85% above-average achievement; 92% approval rating; 97% completion rate.</li><li>Courses: ENC1101 Composition I, ENC1102 Composition II, CRW workshops, Advanced Rhetoric, Technical Writing.</li><li>Designed scaffolded curricula integrating systems thinking, creative coding concepts, and iterative feedback pedagogy.</li><li>Developed peer review frameworks and rubric-based assessment tools adopted across multiple course sections.</li></ul>	2015 — Present
PROFESSIONAL EXPERIENCE	<b>Independent Educator &amp; Creative Coding Practitioner</b> <i>AJP Media Arts — clients incl. Boca Ballet Theatre, Forward Funding, Arts in Boca</i> <ul style="list-style-type: none"><li><b>Creative Coding Practice:</b> Active p5.js and generative art practitioner — real-time visual systems, interactive particle simulations, procedural design. Portfolio site built on p5.js generative visual layer.</li><li><b>Public Documentation:</b> 42 published essays (~142K words) documenting creative infrastructure — making complex systems accessible to general audiences through pedagogical transparency.</li><li><b>Open-Source Performance Tools:</b> Omni-Dromenon Engine — audience-participatory system designed for educational and community contexts, with consensus algorithms, real-time interfaces, and genre-specific examples.</li><li><b>Teaching Infrastructure:</b> 103-repository creative system demonstrating AI-augmented creative production methodology, documented for replication and teaching.</li></ul>	2020 — Present
	<b>Digital Marketing Manager</b> <i>Miami Dade College Foundation (nonprofit)</i> <ul style="list-style-type: none"><li>Rebuilt foundation website; designed fundraising campaigns increasing donor engagement by 32%.</li></ul>	2023 — 2024
	<b>Multimedia Specialist</b> <i>AJP Media Arts — clients incl. Boca Ballet Theatre, Forward Funding, Arts in Boca</i> <ul style="list-style-type: none"><li>Video, audio, and visual campaigns for nonprofits and arts organizations; 17.5M+ views, \$2M in fundraising.</li></ul>	2011 — 2020
EDUCATION	<b>M.F.A. Creative Writing</b> , Florida Atlantic University	2015 — 2018
	<b>B.A. English Literature</b> , 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)