

Anthony James Padavano

SYSTEMS ARTIST & CREATIVE TECHNOLOGIST

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LINKS	Portfolio · Omni-Dromenon Engine · ORGANVM System · GitHub	
PROFILE	Systems artist building open-source performance technology and creative infrastructure at institutional scale. Creator of the Omni-Dromenon Engine — a real-time audience-participatory performance system where collective input shapes live art through weighted consensus while performers retain override authority. Genre presets for ballet, theatre, opera, electronic music, and installation. 18 years professional experience. MFA Creative Writing. 11 years college instruction, 2,000+ students. LGBTQ+.	
TECHNICAL SKILLS	TypeScript · React 18 · Node.js · Express · Socket.io · WebSocket · Python · Zod · Vitest · OSC · SuperCollider · Max/MSP · WebAudio · p5.js · WebGL · D3.js · Docker · Redis · Nginx · GCP / Terraform · Astro · Vite · pnpm Monorepos · CI/CD · GitHub Actions · Git	
SELECTED PROJECTS	Omni-Dromenon Engine — Audience-Participatory Performance System	
	TypeScript pnpm monorepo: Express/Socket.io core with three-axis weighted consensus (spatial, temporal, cluster), React 18 performer/audience interfaces, OSC bridge to SuperCollider/Max/MSP, WebAudio synthesis. Four working examples (generative music, visual, choreographic interface, theatre dialogue). Five genre presets. Performer override (absolute/blend/lock). Docker/Redis/Nginx. 1,000+ concurrent participants, <2ms P95 latency. Festival rider, venue playbooks, collaboration agreements. Open-source MIT.	
	ORGANVM Eight-Organ Creative-Institutional System	
	101 repositories across 8 GitHub organizations. Automated dependency validation, promotion state machine, 82+ CI/CD pipelines, 2,349+ tests. 42 published essays (~142K words). Single-practitioner infrastructure using AI as compositional instrument.	
	Portfolio & Generative Art	
EXPERIENCE	Astro 5 site with real-time generative p5.js visual layer, D3.js data visualizations, Pagefind search, CMYK design system. 20 case studies.	
	Application Pipeline — Structured Creative Production Tools	
	Python CLI tooling: 8-dimension scoring rubric, campaign orchestrator, YAML state machine, batch processing, conversion analytics. Infrastructure for managing creative application workflows at scale.	
	Independent Systems Artist & Creative Technologist 2020 — Present	
	<ul style="list-style-type: none">Omni-Dromenon Engine: Designed and built audience-participatory performance infrastructure — consensus algorithms, React interfaces, audio synthesis bridge, genre-specific examples, Docker deployment.Eight-Organ System: Architected 103-repository creative system with automated governance, cross-organization coordination, and public documentation practice (42 essays, ~142K words).AI-Augmented Methodology: Production workflow using AI for code generation, architectural iteration, editorial refinement — analogous to conducting, where creative intelligence is structural.Public Writing: 42 published essays documenting creative infrastructure with pedagogical transparency — making artistic and technical decision-making processes visible.	
EDUCATION	Instructor — Composition & Writing 2015 — Present	
	<i>Miami Dade College, Keiser University, Nova Southeastern, FAU, Young Harris, Tarrant County, Broward, Palm Beach State</i>	
	<ul style="list-style-type: none">100+ graduate and undergraduate courses across 8 institutions; 2,000+ students.85% above-average achievement; 92% approval rating; 97% completion rate.	
	Digital Marketing Manager 2023 — 2024	
	<i>Miami Dade College Foundation (nonprofit)</i>	
CERTIFICATIONS	<ul style="list-style-type: none">Rebuilt foundation website; designed fundraising campaigns increasing donor engagement by 32%.	
	Multimedia Specialist 2011 — 2020	
	<i>AJP Media Arts — clients incl. Boca Ballet Theatre, Forward Funding, Arts in Boca</i>	
	<ul style="list-style-type: none">Video, audio, and visual campaigns for nonprofits and arts organizations; 17.5M+ views, \$2M in fundraising.	
	M.F.A. Creative Writing , Florida Atlantic University2015 — 2018	
	B.A. English Literature , CUNY College of Staten Island2010 — 2014	
	Full-Stack Developer, Meta (2024) · UX Design, Google (2023) · Digital Marketing, Google (2023) · Project Management, Google (2023)	