

Anthony James Padavano

SYSTEMS ARTIST & INTERDISCIPLINARY PRACTITIONER

New York City | 561-602-7300 | padavano.anthony@gmail.com

LINKS

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

PROFILE

Systems artist whose primary medium is governance — building creative infrastructure where the organizational design IS the artwork. Creator of the ORGANVM eight-organ system: 103 repositories across 8 organizations coordinating theory, generative art, commerce, governance, public process, community, and distribution through automated rules and a formal promotion state machine. 42 published essays document the methodology in real time — the creative process rendered into prose as primary output. Also creator of the Omni-Dromenon Engine, a real-time audience-participatory performance system with 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

p5.js · WebGL · D3.js · SuperCollider · Max/MSP · WebAudio · OSC · Generative Art · TypeScript · React 18 · Node.js · Socket.io · Python · Astro · Docker · Redis · Git · GitHub Actions · CI/CD · pnpm Monorepos · GCP / Terraform · Vite · Vitest · Zod

SELECTED PROJECTS

ORGANVM Eight-Organ Creative-Institutional System

Governance as artwork: 103 repositories across 8 GitHub organizations forming a single creative system — coordinating theory, generative art, commercial products, governance, public process, community, and distribution. Automated dependency validation, promotion state machine, 82+ CI/CD pipelines, 2,349+ tests. 42 published essays (~142K words) document the creative process in real time as primary artistic output. 33 development sprints, ~810K+ words of public documentation. Solo production at institutional scale using AI as compositional instrument.

Omni-Dromenon Engine — Audience-Participatory Performance System

Live performance infrastructure enabling collective audience participation in shaping art in real time. Three-axis weighted consensus (spatial, temporal, cluster) with performer override authority. Genre presets for ballet, theatre, opera, electronic music, and installation. OSC bridge to SuperCollider/Max/MSP, WebAudio synthesis, React 18 performer/audience interfaces. Four working examples spanning generative music, visual, choreographic, and theatrical modes. 1,000+ concurrent participants, <2ms P95 latency. Festival rider, venue playbooks, collaboration agreements. Open-source MIT.

Portfolio & Generative Art

Interactive portfolio with real-time generative p5.js visual layer (three modes: subtle, bold, extreme), D3.js data visualizations, CMYK design system. 20 case studies documenting creative and technical practice. Astro 5, Pagefind search.

Application Pipeline — Structured Creative Production Tools

Python CLI tooling for managing creative application workflows at scale: 8-dimension scoring rubric, campaign orchestrator, YAML state machine, batch processing, conversion analytics. Infrastructure treating the administrative labor of sustaining a creative practice as itself a designable system.

EXPERIENCE

Independent Systems Artist & Creative Technologist

2020 — Present

- **Eight-Organ System:** Architected a 103-repository creative system where governance design — registry structures, dependency graphs, promotion pipelines — functions as the primary artistic medium. 42 published essays (~142K words) document the creative process as it unfolds. 33 development sprints, ~810K+ words of public documentation.
- **Omni-Dromenon Engine:** Designed and built audience-participatory performance infrastructure — consensus algorithms enabling collective creative input, genre-specific presets for ballet, theatre, opera, electronic music, and installation, audio synthesis bridge, Docker deployment.
- **Public Writing Practice:** 42 published essays documenting creative infrastructure with radical transparency — making artistic, technical, and governance decision-making processes visible as a sustained creative practice.
- **AI-Augmented Methodology:** Production workflow using AI as compositional instrument — analogous to Brian Eno treating the studio as instrument. Creative intelligence is structural: architectural vision, governance design, and editorial judgment remain human.

Multimedia Specialist

2011 — 2020

AJP Media Arts — clients incl. Boca Ballet Theatre, Forward Funding, Arts in Boca

- Video, audio, and visual campaigns for nonprofits and arts organizations; 17.5M+ views, \$2M in fundraising.

Instructor — Composition & Writing

2015 — Present

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

- 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

Miami Dade College Foundation (nonprofit)

- Rebuilt foundation website; designed fundraising campaigns increasing donor engagement by 32%.

EDUCATION

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

2015 — 2018

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