

# 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	<b>ORGANVM Eight-Organ System — 103-Repository Autonomous Infrastructure</b> 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.	
	<b>Public Process — Recursive Methodology Documentation</b> 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.	
	<b>agentic-titan — Multi-Agent Orchestration Framework</b> 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.	
	<b>Classroom RPG Aetheria — AI-Native Learning Environment</b> 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.	
	<b>Portfolio — Performance-Grade Scannable Interface</b> 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	<b>Independent Systems Artist &amp; Infrastructure Architect</b>	2020 — Present
	<ul style="list-style-type: none"><li><b>Governance as Art:</b> Designed a 103-repository system governed by a formal promotion state machine and automated validation; treating the infrastructure of creation as the primary artwork.</li><li><b>Infrastructure Performance:</b> Built a corpus of 2,349+ automated tests across 94 active repositories, utilizing technical correctness as a form of aesthetic verification.</li><li><b>Agentic Composition:</b> Developed multi-agent frameworks using the Claude Agent SDK featuring structured tool invocation as a method for solo production at institutional scale.</li><li><b>Narrative Translation:</b> Published ~810K+ words of documentation and essays, translating deep systemic architecture into scannable human-readable interfaces.</li></ul>	
	<b>Instructor — Composition, Writing &amp; Complex Systems</b>	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"><li>100+ courses across 8 institutions; 2,000+ students. Translating complex technical and artistic concepts into accessible curricula and mentoring students in systemic rigor.</li></ul>	
	<b>Multimedia Specialist &amp; Digital Strategist</b>	2011 — 2024
	<i>AJP Media Arts — clients incl. MDC Foundation, Boca Ballet Theatre</i> <ul style="list-style-type: none"><li>Produced high-volume visual and narrative campaigns; generated 17.5M+ views through the intersection of technical production and storytelling.</li></ul>	
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)	