

# Anthony James Padavano

## Lead Creative Technologist

R&D AT THE INTERSECTION OF THEORY & CODE

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[LinkedIn](https://linkedin.com/in/anthony-james-padavano-98a40a186/) / [Portfolio](#)

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### PROFESSIONAL SUMMARY

**Bridging humanities and engineering for 10+ years. Developed the 'Living Pantheon' artistic ecosystem. Specialized in generative systems, spatial computing (AR), and narrative-as-software primitives.**

I am an artist-engineer bridging MFA-level narrative theory with Meta-certified technical execution. I build 'living' systems and performance-grade tools that treat code, sound, and language as a unified medium for exploration.

### CORE TECH STACK

Astro

TypeScript

p5.js

Web Audio API

Narratological Theory

Generative Art

### LEADERSHIP & STRATEGIC IMPACT

- **Mentorship:** Directed the academic growth of 2,000+ students across 100+ courses, applying UX principles to learning systems.
- **Fiscal Responsibility:** Raised \$2M in project funding and delivered a 328% ROI on major digital transformation initiatives.
- **Scale:** Managed 100+ concurrent multimedia and construction projects from concept to production-grade delivery.

## Aetheria Classroom RPG [classroom-rpg-aetheria](https://github.com/ORGAN-III/classroom-rpg-aetheria) [↗](https://github.com/ORGAN-III/classroom-rpg-aetheria) (<https://github.com/ORGAN-III/classroom-rpg-aetheria>)

**Impact:** Directed the full Theory-to-Art-to-Commerce pipeline for a gamified education platform. Engineered a recursive pedagogy system and managed a comprehensive post-mortem process to optimize product market fit.

PRODUCT EDUCATION GAME DESIGN

## Generative Music System [generative-music](https://github.com/ORGAN-II/generative-music) [↗](https://github.com/ORGAN-II/generative-music) (<https://github.com/ORGAN-II/generative-music>)

**Impact:** Developed a performance-grade audio synthesis engine using the Web Audio API. Mapped symbolic data structures to real-time sonic parameters for live generative composition.

ART AUDIO PERFORMANCE

## Narratological Algorithmic Lenses [narratological-lenses](https://github.com/ORGAN-I/narratological-lenses) [↗](https://github.com/ORGAN-I/narratological-lenses) (<https://github.com/ORGAN-I/narratological-lenses>)

**Impact:** Translated classical narrative theory (Aristotle, Propp) into executable software lenses. Created computational tools for analyzing and generating structural plot arcs.

THEORY NARRATIVE

## TurfSynth AR (My Block Warfare) [block-warfare](https://github.com/ORGAN-III/block-warfare) [↗](https://github.com/ORGAN-III/block-warfare) (<https://github.com/ORGAN-III/block-warfare>)

**Impact:** Engineered 'TurfSynth AR,' a spatial computing concept applying neighborhood topology to location-aware gameplay. Bridged physical environment data with game-state persistence.

COMMERCE GAME

## PROFESSIONAL HISTORY

### Independent Creative Technologist

2021 – Present

Designed and launched the eight-organ orchestration system coordinating 91 repositories across 8 GitHub organizations. Built recursive-engine (1,254 tests, 85% coverage) – a symbolic operating system translating epistemological frameworks into executable Python. Developed generative art/music systems and AI-conductor workflow.

### Digital Marketing Manager

2023 – 2024

Miami Dade College Foundation

- Designed and executed digital campaigns increasing donor engagement by 32%.
- Rebuilt foundation website – 38% traffic growth, 22% improvement in donation conversions.
- Produced multimedia storytelling content driving 28% increase in click-through rates.
- Developed social media strategy boosting engagement rates across platforms by 23%.

### Multimedia Specialist & Lead Developer

2011 – Present

AJP Media Arts

- Architected and deployed video, audio, and visual systems achieving 17.5M+ views and \$2M in revenue.
- Integrated high-performance SEO and paid media strategies achieving 290% ROI.
- Developed and managed client web infrastructure with 42% engagement increase.
- Engineered intuitive UI/UX patterns – 26% satisfaction increase, 35% retention improvement.

### Instructor (Systems & Rhetoric)

2015 – Present

Various Institutions (MDC, FAU, Nova)

- Designed and delivered 100+ courses to 2,000+ students, applying UX principles to pedagogical architecture.
- Translated complex theoretical frameworks into actionable learning protocols with a 92% approval rating.
- Optimized student retention by 24% through performance-data-driven instructional iterations.

### Project Manager

2007 – 2018

Majestic Design

- Led 50 commercial and residential construction projects from concept to completion.
- 90% on-time and within budget delivery.
- Collaborated with marketing teams on 3D renderings and video walkthroughs.

## EDUCATION

### M.F.A. Creative Writing

Florida Atlantic University

2015 – 2018

## **B.A. English Literature**

CUNY College of Staten Island

2010 – 2014

## **■ CERTIFICATIONS**

**Meta** Full-Stack Developer (2023 – 2024)

**Google** UX Design (2022 – 2023)

**Google** Digital Marketing & E-commerce (2022 – 2023)

**Google** Project Management (2022 – 2023)

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This resume is a market-aligned view of a Logocentric Architecture.

[View Visionary Polymath Version](#) 