

Jon Penvose

Technologist - CV

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Teaching Statement

My teaching focuses on helping students gain the technical clarity and confidence needed to work with computational systems, robotics, and artificial intelligence. I teach through hands-on demonstrations, direct experimentation, and incremental assignments that build practical skills in parametric modeling, scripting, simulation, and AI integration. I want students to understand how technologies behave and how to use them to create responsive environments, automated workflows, and new forms of design intelligence. By building their own tools and testing them in real time, students learn how to move from conceptual ideas to functioning systems. My aim is for each student to develop a personal, adaptable workflow that allows them to approach complex design problems with curiosity, precision, and agency.

[Professional Website](#)

[Personal Website](#)

Professional Practice

April 2024 – Present

Los Angeles, Philadelphia

OKIE5 — Co-Founder & Special Projects Lead

- Development of OTTO, WebCTRL, OBBO, Emoji-Mirror, OKIE5-AI (Food4Rhino plugin)
- AI-integrated educational tools and computational design systems
- Real-time AI agent pipelines and multimodal design platforms

Jan 2025 – August 2025

Los Angeles, CA

PAO, Plugin House Research — Computational Designer

- Grasshopper automation workflows for modular architecture
- AI-assisted component logic and fabrication scripting

Oct 2023 – Dec 2024

Toronto, Canada (Remote)

PARTISANS — AI-Integration Consultant & Computational Designer

- Developed AI-assisted design workflows for conceptual and modular design exploration
- Built prototype tools connecting LLM reasoning with parametric geometry
- Provided consultation on integrating AI into architectural visualization and research pipelines

Oct 2023 – Dec 2024

New York City, NY

Cumulus — AI Systems Researcher (Metadata + RAG Pipelines)

- Built Dockerized workflows for large-scale image metadata extraction using ExifTool
- Created BLIP-2 captioning pipelines and vector-search libraries for RAG
- Designed structured JSON schemas and retrieval systems for multimodal datasets

Oct 2023 – Dec 2024

Los Angeles, CA

Lifeforms.io — AI Integration Lead / Computational Designer

- Lead developer of GAIA, the AI agent swarm for Planet Garden
- AI-driven narrative pipelines, procedural systems, UE5 integrations

Oct 2023 – Apr 2024

Los Angeles, CA

Scissor Films — Creative Technologist (AI R&D)

- AI pipelines for virtual production cinematics
- Contributions to Tekken 8 and Persona 3 cinematics
- Custom hardware and software systems for production shoots

Jan 2018 – July 2021

Kent, OH

Kent State University — Part-Time Faculty

- I co-coordinated beginning design studios & pre-studio workshops
- Lectured and taught studios in both the Architectural & Interior Design Programs
- Wrote and coordinated the Series in Making Workshop for AED-General Students

Academic Appointments

January 2026 - Present
New York City, NY

The Cooper Union, Irwin S. Chanin School of Architecture — Assistant Professor Adjunct

- Computational Design & Fabrication Using AI

August 2025 – Present
Philadelphia, PA

University of Pennsylvania, Weitzman School of Design — Lecturer

- Algorithmic Design & Robotic Fabrication
- Summer Bridging Course: Computational 3D Design

Fall 2024
Austin, TX

University of Texas at Austin, School of Architecture — Honorarium Instructor

- The Atomic Uncanny (with Karel Klein)

2023
(Remote)

Houdini School — Interactive Design Instructor

- HS-120: TouchDesigner — Introduction to Interactive Design

Spring 2021
Brazil, San Paulo (Remote)

Pontifícia Universidade Católica do Paraná (PUCPR) — Visiting Faculty

- Foundations Studio II

Spring 2018 - Summer 2021
Kent, OH

Kent State University College of Architecture — Part-Time Faculty

- Foundations Studio I & II
- Interior Design Studio I & II
- Computer Applications I & II
- Methods & Materials
- AED General Workshop (Coordinator)

Workshops

2018 - Present

2025

- [ACADIA Workshop: Adaptive Assembly](#) — AI-Driven Infrastructure — Miami, FL
 - (with Qian Gu)
- Advanced AI Workshop (LoRA/3D) — UCLA — Los Angeles, CA
- Advanced AI Workshop V.2 — Washington University in St. Louis — St. Louis, MO

2024

- Advanced AI Workshop (LoRA/3D) — Washington University in St. Louis — St. Louis, MO
- AI-Agents Workshop — SCI-Arc — Los Angeles, CA
- The Atomic Uncanny — UT Austin — Austin, TX

2023

- [TouchDesigner: Introduction to Interactive Design](#) — Houdini School — Los Angeles, CA

2018–2021

- AED General Workshop (Coordinator) — Kent State University — Kent, OH

Exhibitions

2018 - Present

2025

- Atlas of Post-Digital Architecture with OKIE5. 2025 — Philadelphia, PA
- Interior Provocations: WEATHER Symposium. with Karel Klein

2024

- [Pacific Standard Time Museum, Planet Garden GAIA with Lifeforms.io.2024](#) — Los Angeles, CA
 - [Views of a Planet City](#)
 - [Planet Garden's Wiki - Live AI-Generated Wiki](#)
- [A+D Museum, MACHINA DA24 \(INTERLUDE\) Pro-Futures!](#). 2024 — Los Angeles, CA
- Influx Gallery. Obsessions with Seed — New York City, NY
- Selected Works & Interview. Artist Close Up

2022 - 2023

- [SCI-Arc, D'Sync](#) & AI-Visions. 2022 & 2023 — Los Angeles, CA
- Venice Biennale CITYX Virtual Exhibition, Cajon Pass. 2023 — Venice, Italy
 - Cajon Pass Landfill - AI & Architecture published work featured with Casey Rehm
- Superstimuli! SCI-Arc Channel Interview & Exhibition
- D'SYNC Interactive Exhibition at SCI-Arc — Los Angeles, CA

2018 - 2020

- AED-General Workshop Virtual Experience Pre-Studio Student Showcase
- AED-General Workshop CAED West Library Gallery Pre-Studio Student Showcase
- AED-General Workshop CAED Gallery Pre-Studio Student Showcase
- Grey Cube Gallery Black & White Finalist | Grey Character No. 15

Publications & Editing

2022 - Present

2025

- A+U 2024:07 - Post Digitality in Architecture
 - Featured project 'Pro-Futures' with Architectural Technologies SCI-Arc
 - Featured project 'Planet Garden AI Wiki' with Lifeforms.io
- Planet Garden: Earth After Singularity Zine!
 - GAIA & Multimodal AIs in Games
 - Large World Models (LWMs): Supertexts, AI-Agents, & Search

2022 - 2023

- Volume 60 - The World in Reviews
 - Architecture's Turn Towards Entertainment
- Underscore Journal - Rchitecture Vol. 11
 - The Curious Case of Illegible Architectures
- Underscore Journal & Offramp - Editor

Education

2021 - 2022

Los Angeles, CA

Southern California Institute of Architecture (SCI-Arc) — Architectural Technologies EDGE

- Pro-Futures! An AI Story Generator thesis was an automated AI-swarm that generate near real-time stories.
 - Hsinming Fung + Craig Hodgetts Postgraduate Award
 - A+D Museum AI & Generative Art Award

2022 - 2023

Los Angeles, CA

Southern California Institute of Architecture (SCI-Arc) — Design Theory & Pedagogy EDGE

- Superstimuli! these focused on training AI with personalized datasets & design assets.

2012 - 2018

Kent State, OH

Kent State University — Master of Architecture (M.Arch)

Kent State University — Bachelor of Science in Architecture (BS. Arch)