

Paul Johnson

Born in 1969, Pasadena, California
Works in Brooklyn, New York

Education

1993-5 Master of Fine Arts, Hunter College, New York, New York
1988-92 Bachelor of Fine Arts, Pratt Institute, Brooklyn, New York

Academic

2010

Anthropological Study, Haiti

Commissioned and planned a pilot study with anthropologist Randy Mont-Reynaud PhD., Stanford University, as part of a living standards assessment for Choose Haiti.

2005-6

Rhode Island School of Design, Providence, Rhode Island

Adjunct professor for the Department of Digital Media. Instructed advanced web authorship to graduate level students.

Related Professional Experience

2004-2010

StudioE9, New York, New York

Founding Partner of the Tribeca-based emerging and social media firm. An experiment in cultural and commercial practice originally operating out of a PS1 Clocktower studio.

2010

Choose Haiti, New York and Haiti

Played a key role in the development of an economic stimulus and capacity-building program following the January earthquake in Haiti. Worked in conjunction with StudioE9, the Haitian government, the Clinton Foundation, and numerous US / Haitian businesses.

2009

Viral Loop, New York

Ongoing collaboration with journalist and NYU professor Adam Penenberg to assess the real time value of users in a participation-based economy via social media and iphone platforms.

1996-2001

IN2 (acquired by Monster.com / TMP), New York City, New York

Founding member of a small interactive group that grew to over 200 people in five years with no outside investment.

Solo Exhibitions

2004

Score, Postmasters Gallery, New York

2001

Games, Rare Gallery, NY, NY

2000

Kluge, Rare Gallery, NY, NY

Selected Group Exhibitions

2005

The Microwave International Media Art Festival, Dr. Hector Rodriguez, Hong Kong, China

2004

Zones de Confluences, curated by Benjamin Weil, Villette Numérique, Paris, France

Killer Instinct, The New Museum of Contemporary Art, New York

Game Scenes, Yerba Buena Center for the Arts, San Francisco

2003

hot summer cool, Postmasters Gallery, NY
Animations, Kunstwerke, Berlin, Germany
Transmediale Festival of New Media, Berlin, Germany

2002

Future Cinema, ZKM, Karlsruhe, Germany (travelled to Kiasma Museum of Contemporary Art, Helsinki Finland, and InterCommunication Center, Tokyo, Japan 2003)
AIR Program (with Carnivore), eyebeam Atelier, NY
Media City Seoul 2002 - Museum of Art, Seoul, South Korea
Joy and Revolution, Postmasters Gallery, NY
Open Source Art Hack, New Museum, NY
Anxious Omniscience, Princeton Museum, NJ
Second Sight, Hunter College, NY

2001

Wattage and Friendship, Müllerdechiara, Berlin, Germany
Animation, PS1 Museum, New York, NY
Unknown / Infinity, Taipei Gallery, New York, NY
Prototype, Art Center for the Capital Region, Troy, NY

2000

Rendez-vous, Collection Yvon Lambert, Avignon, France
Batafar, Galerie Yvon Lambert, Paris, France

1999

Events, Galerie Yvon Lambert, Paris, France
Ma Sorcière Bien Aimée, Galerie Yvon Lambert, Paris, France
Hocus Focus, Rare Gallery, NY, NY

1998

End of the Century NY, CRDC, Nantes, France
Recent Drawings, Yearsley Spring Gallery Philadelphia, PA

1997

Illness in the Financial District, Inaugural Performance for the Whitney Biennial, NY, NY
Guerilla Imaging, University of Buffalo, Buffalo, NY
Studio Artists Exhibition, P.S.1 Museum, NY, NY
Symptoms and Home Remedies, Dum umeni, Brno, Czech Republic
Clean Streets, Yearsley Spring Gallery, Philadelphia, PA
Cascade Lounge, Curated by David Linton, Art Exchange Show, NY, NY

Residencies

2008-2010 Emerging Media Lab, Art International Radio (AIR), New York, New York
1997 P.S.1 National Studio Program, New York, New York
1996 Skowhegan Summer Residency Program, Skowhegan, Maine

Collections

Goldman Sachs, New York, New York
Yvon Lambert Collection, Avignon, France
Private collections worldwide.

Publications and Podcasts

"Jason Brown and Open City's Joanna Yas," podcast, WPS1.org, March 2009
"Alex Galloway on Gaming," podcast, WPS1.org, July 2006.
"Amit Pitaru: Artist and Inventor," podcast, WPS1.org, October 2006.
"Marcin Ramocki's MoMA Film Debut," podcast, WPS1.org, October 2006.
The Art of Sunny Kim, exhibition catalog essay, Seoul, Korea, 2003.
"Nigerian Modernism: Uli Art at the Skoto Gallery," *New York African Association Newsletter*, Winter, 1996.

"Brian Conley:Pierogi 2000", *Cover Magazine*, 1995.

"Chuck Close, His Portraits Set the Pace," co-authored with Anthony Crisafulli, *Cover Magazine*, 1995.

Selected Bibliography

David Pescovitz, "Games That Play," *Make Magazine*, Vol. 11, 2006.

Marcin Ramocki, producer, *8BIT*, documentary film, October 2006.

Jonah Brucker-Cohen, Gizmodo Gallery: Paul Johnson, Gizmodo, June 2006.

Alex Galloway, "Playing for respect: Alexander Galloway on video games in 2003", *ArtForum*, December 2003.

Sara Diamond, "Spotlight: Media City Seoul 2002," *Flash Art*, December 2002.

Media City Seoul 2002, catalog, Museum of Art, Seoul, South Korea, September 2002.

Mahoney, Robert, "Joy and Revolution," review, *Time Out New York*, July 4-11, 2002.

Welchman, John, *Art After Appropriation: Essays on Art in the 1990s*, Gordon & Breach, 2001.

Carter, Daniel, "Vision Quest: Console Hacker Paul Johnson Projects Himself into the Game," *Wired*, May 2001.

"Spotlight on Filmmakers," *iFilm@IFC*, Independent Film Channel (IFC), October 2001.

Montaigne, Veronique, "The Ponies of PS1 at the Duchesse Anne," *Le Monde*, December 1998

Conrad, Tony, "Paul Johnson: Cyber-objectivity, hyperreality, or sci-fi?," University of Buffalo, 1998.

Emenhiser, Karen, "Guerilla imaging: a hacker aesthetic," University of Buffalo, 1997.

"Mixed Media, Mixed Blessings," *New York Press*, June 10, 1997.

Selected URL References

Personal Website

<http://www.pauljohnson.com>

Gizmodo Gallery

<http://gizmodo.com/177664/gizmodo-gallery-paul-johnson>

Make Magazine Feature

<http://www.make-digital.com/make/vol11/?folio=21>

Video Documentation

<http://www.youtube.com/watch?v=eya0aQlqT48>