

Paul Johnson

30 Main Street, Apt. 8E, Brooklyn, NY 11201, me@pauljohnson.com

Education

1995 Master of Fine Arts, Hunter College, New York, New York

1992 Bachelor of Fine Arts, Pratt Institute, Brooklyn, New York

Academic

2013-8

Rutgers University–Camden, Camden, New Jersey

Adjunct professor for the Department of New Media. Developed curriculum for *New Media* and *Sculpture* classes for undergraduate students. Developed *Programming for Artists* curriculum.

2005-6

Rhode Island School of Design, Providence, Rhode Island

Adjunct professor for the Department of Digital Media. Authored curriculum for several classes including Advanced Web Authorship for graduate level students.

Professional Experience

2016 - present

UU Labs (<http://uulabs.io>), a division of Uncommon Union, which specializes in new technologies, research, and support. UU LABS provides services normally out of reach to small organizations and businesses, such as R&D, which can be supported by a technology partnership or a working group. The lab has conducted research in advanced robotics, machine learning research, and more. Our clients have included Google, Bosch, EverEve, SourceOne and many others.

2013 - present

Uncommon Union (<http://uncommonunion.com/>) is a specialized multimedia communications firm raising the profile of leaders with the courage to drive change in their industries and the world. This work includes Hugh Jackman's social business Laughing Man Coffee and Tea, Partners In Health's Ebola response in West Africa, supporting initiatives related to the Yazidi genocide, and FARC reconciliation.

2004-2013

StudioE9 functioned as an independent digital laboratory that worked with agencies and cultural institutions. Our first agency partner was the London-based Iris Nation, whom we collaborated with as they established offices in NYC. After winning the Sony Ericsson account for our campaign introducing the first high resolution camera phone into the North American market, StudioE9 grew to offer a range of mobile and emerging technology services. During this time, StudioE9 operated out of the MoMA / PS1 Clocktower Media Lab. In addition to growing agency accounts, StudioE9 supported MoMA / PS1's online cultural projects. StudioE9's client work included Monster, FastCompany, Sony Ericsson, Bonnier, Disney / Hyperion, Johnson & Johnson, VitaminWater, MoMA, YMCA, the United Nations, and more.

1996-2001

Founding employee of a small interactive agency that grew to over 200 people in five years with no outside investment. IN2 was an early and prominent presence within Silicon Alley, pioneering many forms of new media and ad-tech. IN2 was acquired by monster.com in 2000.

Programming

Javascript / NodeJS, Objective-C / iOS, PHP / MySQL, HTML / CSS, C#, C++, WebGL, AR Kit

Tools / IDEs

Unity3D, Xcode, Adobe Products (Photoshop, Illustrator, After Effects), 3D Studio Max, Blender, SASS, GIT

Expertise

Web Development / Digital Media, Planning / Prototyping / UX, Digital Strategy Experience and Design, Software Project Management, Game Design, Interactive Design

Solo Exhibitions

2018 (*upcoming*)

Postmasters Gallery, New York

2004

Score, Postmasters Gallery, New York

2001

Games, Rare Gallery, NY, NY

2000

Kluge, Rare Gallery, NY, NY

Selected Group Exhibitions

2014

Aesthetics of Information, IHUM, Princeton University, Princeton, New Jersey

2005

The Microwave International Media Art Festival, curated by 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.

Selected Conference Presentations and Awards

2015 "Shoot, View, Play : Study of the Game Boy Camera," Rutgers University, Camden, New Jersey
2013 "Current Questions in New Media Art," New Media Caucus, New York, New York
2012 "OpenGL ES from the Ground Up," Minnebar, Minneapolis, Minnesota
2012 Event Technology Gold Award, for work with Google, Best Website, New York, New York
2006 Developers' Choice Award, MIT Mashup Camp, Boston, Massachusetts
1998 Cannes Interactive Award, Cannes, France
1988 National Talent Search Scholarship in Computer Graphics, Pratt Institute, Brooklyn, New York

Publications and Podcasts

"The Turing Image," *Media-N*, Summer, 2013.
"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

Leber, Jessica, "How Humanitarians Are Crowdsourcing Evidence Of A Genocide By ISIS", *Fast Company CoExist*, 2016
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.
Tom Corby, *Network Art: Practices And Positions*, Routledge, 2005.
Rachel Greene, *Internet Art*, Thames & Hudson, 2004.
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.