

Chris Romero < www.romeroitem.com > < romeroitemshop@gmail.com >

EDUCATION

New York University, New York, USA

Master of Arts, Museum Studies, 2012

Thesis: Long March Restart - The Acquisition and Display of Video Games.

Richard Stockton University, New Jersey, USA

Bachelor of Arts, Studio Art, 2010

Bachelor of Arts, Communications, 2010

ARTIST RESIDENCIES

Museum of Modern and Contemporary Art, Seoul, Korea

September - December, 2017

331 Arts Chiyoda, Tokyo, Japan

October - November 2016

Tokyo Arts and Space (Tokyo Wonder Site), Tokyo, Japan

September 2016

EXHIBITIONS

2024

15 x 15 (group show), Artist Cafe Fukuoka, Japan

Under Some Influence (group show), Tetra Art Space, Fukuoka, Japan

Tanpopopo, mural commission, Fukuoka Japan

Characters (solo show), Acht Gallery, Kurume, Japan

2023

Dragon's House, private mural commission, Fukuoka, Japan

2022

Newgraphy Art Book Fair, Fukuoka, Japan

Americana, Pozoq, Fukuoka, Japan

Orange Life, mural commission, Fukuoka, Japan

2021

Pizza Dear, mural commission, Pissenlit, Fukuoka, Japan

2019

Boy, Amamizu, Fukuoka, Japan

Taipei Art Book Fair, Songshan Cultural Park, Taipei, Taiwan

2015

Event organizer, The Internet Yami-Ichi in New York

RESEARCH EXPERIENCE

Museum of the Moving Image, New York, USA *Collections Curatorial Intern*

January - June 2012

> Created collection proposals for video game consoles.

Museum of Modern Art, New York, USA - *Research Assistant*

January - May 2012

> Assisted the Department of Architecture and Design in video game acquisitions.

> Created documentation with a computer programmer to preserve a digital borne artwork.

Museum of Modern Art, New York, USA - *Curatorial Intern*

September - December, 2011

> Researched sound artists and events including Yasunao Tone and Elektra Montréal.

SELECTED WRITING

"Everyday, Today", Massage, Jul 2017. (Japanese translation by Chocolat)

"Milk on the Edge", CBCNET, Jun 2017. (Japanese translation by Yosuke Kurita)

"Forever Fornever", Bound Baw, Osaka University of the Arts, Feb 2017. (Japanese translation by Ryoh Hasegawa)

"Collecting Like Clockwork", Arthub, Shanghai, Jul 2016.

SELECTED BIBLIOGRAPHY

Tada, Hitomi. "インターネットヤミ市 in NY! フォトレポート!", CBCNET, Nov 17, 2015.

<http://www.cbc-net.com/log/?p=8830> (Japanese)

Takaoka, Kentaro. "インターネットヤミ市: ニューヨーク編をレポート",

Vice: Japan, Nov 16, 2015.

<http://jp.vice.com/lifestyle/internet-yamiichi> (Japanese)

Moss, Hilary. "At the Internet Yami-ichi Flea Market, Nothing but Net", The New York Times Magazine, Aug 18, 2015.

<http://tmagazine.blogs.nytimes.com/2015/08/18/internet-yami-ichi-flea-market>

Antonelli, Paola. "Video Games: 14 in the Collection, for Starters," Museum of Modern Art: Inside/Out, Nov 29, 2012.

http://moma.org/explore/inside_out/2012/11/29/video-games-14-in-the-collection-for-starters/

SELECTED LECTURES

"Forever Fornever", Art Institute of Chicago, Chicago, IL. September 2017.
"International Marketplace for Digital Art", Elektra 16, Montreal, Canada. May 2015.
"Curating Time-Based Media Art", Rhode Island College, Providence, RI. Nov 2014.
"Terms of Use," Fashion Institute of Technology, New York, NY. Nov 2013.
"Video Games as Art", Rhode Island School of Design. May 2013
"Philip Worthington's Shadow Monsters." Museum of Modern Art, New York, NY. Apr 2012