

Adam F. Johnson Commissioner District 4



Biography

Commissioner Adam F. Johnson has dedicated his career to preserving the unique cultural, historical, and environmental character of Northern New Mexico. With a deep-rooted passion for his hometown and its surrounding landscapes, he seeks to ensure that Santa Fe remains a vibrant, sustainable community for future generations.

Growing up in Santa Fe, Adam developed a deep appreciation for the region's heritage and scenic beauty from a young age. He pursued higher education at the Massachusetts Institute of Technology (MIT), earning a Master's degree, before completing his PhD at the University of Michigan. His academic research centered on the cultural heritage of Santa Fe and Northern New Mexico, strengthening his dedication to protecting the region's distinct identity.

Currently, Adam serves as the Executive Director of the Old Santa Fe Association, a nonprofit organization dedicated to historic preservation and community service. In this role, he advocates for the preservation of Santa Fe's unique character, addressing key issues such as cultural heritage, water sustainability, and workforce housing. Adam is known for his thoughtful, community-focused leadership, successfully balancing progress with preservation in complex discussions.

Beyond his professional and political roles, Adam actively engages in local issues affecting the quality of life, such as affordable housing, wildfire risk mitigation, hazard preparedness, and improving public infrastructure. He is dedicated to involving younger generations in conversations about Santa Fe's future and has facilitated focus groups on the region's growth and history.

Living in District 4 with his partner, their 6-year-old daughter, and a growing menagerie of animals, Adam enjoys life in this close-knit, dynamic community. He is deeply grateful for the opportunity to serve his neighbors and remains dedicated to maintaining Santa Fe's distinctive charm, history, and environment for future generations.