

Matthew Espinosa

[LinkedIn/Portfolio](#) (989)-284-4949 matthewjespinosa@gmail.com

Creative writer with 6+ years of experience crafting immersive experiences in interactive media. Skilled in editing, narrative design, and collaboration. Led creative development across novels, short stories, comics, and video games.

Education

Lake Superior State University

Sault Ste. Marie, MI

B.A. degree in Creative Writing, minor in History, with Honors

Relevant Coursework: Literary Criticism, Advanced Writing Workshop

Thesis: *Alterity and Extra-Textual Writing as Narrative Device*

GPA: 3.88

Collaborative Work Experience

EscapeWorks Denver

Denver, CO

Game Design Manager

2018 - 2023

- Led the development of immersive escape room storylines, scripting original narrative and designing thematic puzzles that enhanced player engagement.
- Re-imagined older experiences into new seasonal favorites often mentioned in Google Reviews, such as *Outbreak '95* and *Haunting at the Speakeasy*.
- Wrote promotional content, riddles, video and blog posts to engage directly with customers on TikTok, Facebook, Instagram, and Google.
- Directed creative workshops among coworkers to refine and develop story concepts and ensure brand consistency within each experience.

The Hive

Parker, CO

Creative Technology Professional

Summer 2023

- Guided local artists in a Makerspace setting to develop digital art that reflected their creative visions, elevating creative concepts through customized 3D printing and laser engraving.

Border Crossing Literary Journal

Sault Ste. Marie, MI

Editor Internship

Winter 2017

- Collaborated with fellow editors sorting through hundreds of short stories, comics, and poems for publication. Edited submissions and offered advice to authors. Submitted a SEO-optimized book review of *House of Women* by Sophie Goldstein.

Workshops and Creative Training

Horror Comics with Mel Gillman

The Center for Cartoon Studies (2025)

- Drafted original comics daily in an intensive week-long program. Collaborated with peers to prototype scripts and explore visual storytelling in the horror genre.

Story and Narrative Development for Video Games

California Institute of the Arts (2021)

- Studied narrative structure and character development for interactive media. Participated in peer critiques and collaborative workshops focused on game storytelling.

EI Portal Writer's Workshop

Eastern New Mexico University (2013)

- Joined a close-knit group of authors to develop and refine three short stories over a week. Engaged in deep critique sessions and collaborative story development.

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Personal Statement

In my work, I aim to create emotionally resonant connections that spark curiosity and invite interaction. I value the perspectives of both my audience and collaborators, and I strive to iterate upon feedback to shape meaningful experiences. I look forward to new experiences with the same excitement I bring to creating them.

Selected Projects

Zombie Outbreak

Escape Rooms

Transformed a grounded viral outbreak escape room into a Halloween-themed zombie room, increasing projected profit by 65%. Designed and implemented original artwork and narrative elements to heighten immersion and encourage social media engagement. Developed 1990s-inspired props, including a functioning GameBoy with a custom cartridge and playable original game.

Egyptian Tomb and Speakeasy Redesigns

Escape Rooms

Directed historical research to enhance immersion and narrative design. Updated Egyptian Tomb to reflect the Third Dynasty, including custom artwork and a storyline featuring an explorer from the Second Egyptian-Ottoman War. Redesigned The Speakeasy to evoke Denver of 1931 and incorporated local history into the experience.

Game Jams

Video Games

Led two game jam projects in 2024 as both artist and project lead in teams of two to five people, collaborating in Unity and Godot. Created animated sprites and storyboarded cinematic intro/outro sequences for two vibrant, small-scope games: a *Pizza Tower* and *Donkey Kong Country* inspired platformer and a whimsical tower “offense” game. Balanced storytelling with gameplay under tight time constraints.

Skills & Interests

Programming: HTML/CSS, GDScript, Arduino, Python

Writing Tools: Word, Google Suite, Celtx, Scrivener, Twine, Ren'Py

Artistic Tools: Clip Studio, Aseprite, Photoshop, Premiere, Blender

Core Skills: Narrative design, branching storylines, editing, collaboration

Language: Novice Spanish and Japanese

Outdoorsmanship: Hiking, Kayaking

Awards/Honors

Georgegeen Gaertner Award

Lake Superior State University (2018)

- Excellence in Literary Studies

Best Space Western Award

EI Portal literary journal (2011)

- “*Thieves of the Orchard*”