

CREATIVE TECHNOLOGIST · NEW MEDIA ARTIST · EDUCATOR

ARTIFICIAL INTELLIGENCE, AUGMENTED REALITY, INTERACTIVE & GENERATIVE MEDIA, HYBRID PRINTMAKING

CORRINA ESPINOSA

[BOULDER, CO] [AUTONOMOUSOUP.COM] [CORRINA.ESPINOSA@COLORADO.EDU]

ACADEMIC APPOINTMENTS

2024–present — Assistant Teaching Professor of Digital Art

Department of Art & Art History, University of Colorado Boulder

Teach undergraduate and graduate-level courses including Digital Art I, Digital Art II, New Directions in Digital Art, AI & Remix Theory, and Interactive Art (all courses except Digital Art I are cross-listed at the 5000 graduate level).

Lead significant curriculum redevelopment for the Digital Art program, revising existing courses and designing new offerings that integrate contemporary digital practices, cutting-edge emerging technologies, artificial intelligence, glitch, and interactive media.

Serve as primary advisor to a graduate student, providing leadership in research direction, creative development, and interdisciplinary studio and research-based projects.

2018–2024 — Lecturer, Digital Art

Department of Art & Art History, University of Colorado Boulder

Taught upper- and lower-division undergraduate courses including Digital Art I and Digital Art II.

Revised and modernized digital art coursework, developing new content incorporating creative coding, projection mapping, web-based media, and other experimental emerging technologies.

Mentored advanced undergraduate students in independent and research-oriented creative projects.

2016–2017 — Guest Lecturer / Instructor

ATLAS Institute, University of Colorado Boulder

Taught Wearable Electronics, focusing on soft circuits, embedded systems, physical computing, and embodied interaction.

2014–2016 — Graduate Part-Time Instructor (GPTI)

Department of Art & Art History, University of Colorado Boulder

Taught undergraduate studio courses, including Foundations I & II, while completing MFA in Integrated Arts.

2012–2014 — Guest Teacher, K–12 (District-wide)

Denver School of the Arts, Denver Public Schools, Denver, CO

Taught courses in video art, cinema, and visual storytelling.

2001–2011 — Special Education Paraprofessional & Algebra Tutor

Abraham Lincoln High School, Denver Public Schools, Denver, CO

TEACHING & PEDAGOGICAL INNOVATION

Courses taught include Digital Art I, Digital Art II, New Directions in Digital Art, AI & Remix Theory, and Interactive Art; all courses except Digital Art I are cross-listed at the graduate level. Teaching strengths include Adobe Creative Suite, UX-informed storytelling, creative coding, mixed realities, projection mapping, glitch techniques, 3D modeling, 2D and 3D animation, physical computing, electronics and experimental systems, and the development of strong visual literacy and communication skills across digital and physical media.

My teaching centers on self-expression, encouraging students to approach their work with confidence, curiosity, and authenticity. Individuality is treated not as a distraction from technical learning, but as a meaningful asset that strengthens conceptual rigor, innovation, and long-term creative sustainability. Students are encouraged to be unapologetically and enthusiastically themselves through their artwork, as a strong sense of ownership and voice is essential to meaningful creative practice.

Course design grows directly out of my ongoing creative research and studio practice, where emerging tools, workflows, and methodologies are first explored through experimentation before being brought into the classroom. This process supports teaching technologies with an understanding of their affordances, limitations, and ethical implications, keeping course content current while remaining grounded in real-world creative practice rather than trend-driven adoption. Instruction focuses on transferable systems thinking and visual communication strategies, encouraging students to understand how technologies work, how visual meaning is formed, and how to thoughtfully evaluate and adapt new tools as platforms evolve.

Across courses, scaffolded learning structures support students with diverse technical backgrounds and learning styles. Instruction emphasizes visual problem-solving, debugging, reverse engineering, a hacker mentality, and iterative experimentation, helping students build confidence and resilience when working with complex creative systems. To support accessibility and retention, dozens of original tutorial videos have been created so students can revisit challenging material asynchronously, accommodating learning disabilities, missed class time, and the need for repetition.

AI literacy is integrated throughout coursework, with intermediate and advanced students encouraged, but not required, to engage artificial intelligence ethically and critically as a tool, a collaborative agent, and an artistic medium. In introductory courses, emphasis is placed on first building strong visual, conceptual, technical, and material foundations before introducing AI-driven processes. Instruction foregrounds authorship, bias, environmental impact, and creative responsibility, positioning AI as something to be understood, questioned, and shaped rather than adopted uncritically.

Beyond traditional coursework, alternative publishing models are used as pedagogical tools, including students' independent blogs and DIY self-publication of essays and student artwork in an augmented reality-enhanced book. These projects allow students to experience writing, design, visual communication, digital production, and AR as an integrated process while introducing nontraditional modes of scholarship and publication.

Professional development is further supported through student-led, committee-based work focused on curation, hosting, promotion, and production of off-campus exhibitions at regional institutions, including the Boulder Museum of Contemporary Art (BMoCA), as well as other local galleries and alternative spaces. These experiences offer students public-facing opportunities to refine visual communication skills and gain practical insight into professional creative contexts.

Graduate mentorship spans multiple disciplines, with current service as primary advisor and committee chair for one graduate student working in hybrid digital and emerging media practices.

EDUCATION

2017 — MFA, Integrated Arts, University of Colorado Boulder

2011 — BFA, Sculpture (Cum Laude), Metropolitan State University of Denver

2006 — AA, Literature, Community College of Denver

PROFESSIONAL SERVICE & GOVERNANCE

2025–2027 — Executive Committee Member

Department of Art & Art History, University of Colorado Boulder

Two-year elected term beginning Fall 2025.

Departmental Service & Student Outreach

Contribute to departmental service through student outreach, representing the Digital Art program to prospective students and families, and assisting departmental staff during recruitment and public-facing events such as the Majors & Minors Fair and Culture Crawl.

Graduate Thesis Committee Service

Serve as a member of graduate thesis committees, supporting students under the leadership of faculty advisors and contributing to critique, feedback, and evaluation throughout the thesis process.

Student Mentorship & Professional Support

Provide regular student support through portfolio reviews, informal advising, and letters of recommendation, assisting students with academic progression, professional development, and post-graduation planning.

COMMUNITY ENGAGEMENT & PUBLIC EDUCATION

2025–present — Digital Exhibition Platform Designer

Designed and implemented a virtual exhibition platform showcasing student work in Graphic Design and Media Production via augmented reality showcase. Bronx High School for the Visual Arts, NYC Department of Education, Bronx, NY.

2024–present — Volunteer Instructor, LEGO Club & Art Club

Leading K–2 students in creative learning through LEGO and art-based STEAM activities. Secrest Elementary School, Arvada, CO.

2020 — Workshop Assistant, Crappy Robot Building for Kids

HeboCon, STEAM Fest, Longmont, CO.

2017 — Workshop Facilitator, TEDx Arduino Music Workshop for Teens

BTU Lab, ATLAS Institute, University of Colorado Boulder, Boulder, CO.

2015 — Design & Layout

Denver Homeless Out Loud publication, Denver, CO.

2011–2013 — Volunteer Studio Assistant

Mod Luminary Clay and Wax Studio, Denver, CO.

GRANTS, FELLOWSHIPS & RESIDENCIES

2024–2026 — DARIAH Art/Tech Research Grant, Co-Investigator

International research grant supporting The Serendipity Engine, an interdisciplinary, practice-based research project examining artificial intelligence, hallucination, error, and creative misuse as generative artistic strategies. Planned outputs include a fictional novel, experimental video, and academic paper to be presented at the DARI-AH Annual Event at the Italian National Research Council (CNR), Rome.

2025–2026 — FEED Media Art Center Residency, Erie, PA

Selected artist for a practice-based research residency exploring hybrid workflows that integrate analog print-making, AI-assisted image preparation, animation, glitch techniques, and augmented reality.

2025 — AHUM Faculty Grant, University of Colorado Boulder

Awarded in support of Reverie at the Precipice, a series of multi-panel digital collages augmented with AR.

2025 — CHA Travel Grant, University of Colorado Boulder

Awarded to support exhibition and presentation of Domestication, a series of paper collages augmented with AR, at the CURRENTS New Media Festival, Santa Fe, NM.

2016–2017 — Blow Things Up Lab (BTU Lab) Artist-in-Residence, University of Colorado Boulder

Artist residency focused on experimental media, physical computing, and interdisciplinary research.

2016 — Objects in Motion: Movement Studio Residency, Denver Art Museum, Denver, CO

Month-long public demonstration residency in the Denver Art Museum's Movement Studio, presenting interactive kinetic and media-based works. Residency held twice within the same year (Spring and Fall).

AWARDS & HONORS

2025 — Leaving the Room Without Leaving the Room Award, Casa Bonita Art Show, Next Gallery, Denver, CO (Juried by Dolla B, Andrew Novick, and Mona Lucero)

2023 — Best Renegade Art Show (Manifest Dystopia), Westword Best of Denver, Denver, CO

2016 — 100 Colorado Creatives 3.0, Westword, Denver, CO

2012 — Best in Show, Metropolis '12, Kanon Collective, Denver, CO

2011 — Nagal Art Thesis Award, Department of Art, Metropolitan State University of Denver

SELECTED RESEARCH & CREATIVE PROJECTS

2025–present — Digital Oracles and Empathy Machines

Ongoing, practice-based research series; physical computing; AI as artistic medium; interactive narrative. A series of interactive works marking a deliberate shift toward using artificial intelligence as an artistic medium rather than a tool or collaborator. Conceived as a series of interactive, cabinet-based installations, the project treats AI systems and custom-designed agents as primary material for exploring meaning, belief, and empathy. Integrating physical computing, storytelling, and participatory interaction, the works function as speculative interfaces that invite viewers to engage with AI as an embodied, oracular presence embedded within tangible, domestic forms. *Cosmic Interface for Intercepting Intergalactic Chatter* (CIIIC) serves as the first work in the series, establishing a research trajectory centered on agent-based artworks, AI-mediated meaning-making, and empathy-driven interaction.

SELECTED RESEARCH & CREATIVE PROJECTS (continued)

2025–2026 — Tender Revolt, FEED Media Art Center Residency (PA)

AI-assisted image preparation, gel plate printmaking, augmented reality, installation.

A practice-based research project exploring hybrid workflows that merge analog printmaking with emerging digital systems. The work operates as an early step toward agent-based artmaking, assigning artificial intelligence limited, role-specific functions within a larger authored process rather than autonomous image generation. Hand-pulled prints are later extended through augmented reality, creating works that oscillate between material presence and computational mediation. Through this structured human–machine collaboration, Tender Revolt investigates authorship, care, and resistance, treating AI as a provisional agent embedded within a deliberately slow, tactile practice.

2025–2026 — Reverie at the Precipice (Series of Digital Collages with Augmented Reality)

AI-assisted digital collages, augmented reality, animation, original sound.

A triptych-based digital collage project augmented with AR animation and original soundscapes. The work explores cultural denial, simulation, and the performance of normalcy amid systemic collapse, using AI as a collaborative tool within a tightly authored visual framework.

2024–2026 — Domestication (Series of Collages with Augmented Reality)

Series of hand-cut paper collage, augmented reality, animation, original sound.

A mixed-media series investigating domestic labor, motherhood, care, and control through surreal visual metaphors. The work foregrounds tactile, hand-cut collage processes while selectively integrating AI-assisted animation and AR, marking a transitional shift from intimate, domestic themes toward broader cultural and systemic critique.

2022–present — Manifest Dystopia

Citywide augmented reality exhibition, collective-led public intervention.

A large-scale, community-driven augmented reality exhibition developed and led through Denver Digital Land Grab, an artist collective I founded to address issues of access, displacement, and digital ownership in the post-pandemic urban landscape. Manifest Dystopia spans 22 locations across the Denver metro area (Aurora to Boulder) and features over 100 artists and more than 300 individual AR works. As one of the first city-wide AR exhibitions of its kind, the project reclaims virtual space as a shared public commons, using augmented reality to redistribute visibility, authorship, and access to artists during a period of widespread displacement and cultural precarity. Planned expansions include participatory Poetry Art Walks in 2026.

2022 — Majestic Beasties, City of Arvada Public Art Commission; Landmark: Arvada public art tour.

Location-based augmented reality; GPS; interaction; public art.

A site-specific augmented reality installation for Saddle Brook Park in Arvada, CO, populating the landscape with animated, fictional creatures accessed through mobile devices. Guided by custom-designed park signage and QR codes, visitors move through the space to encounter the work, encouraging exploration, embodiment, and playful interaction with the environment. Conceived as a non-gamified AR experience, Majestic Beasties uses emerging technology to foster curiosity and connection to nature within a shared, community-oriented setting.

2016–2020 — Time Machines (Kinetic Cabinet Series)

Mechanical systems, physical computing, interactive sculpture, kinetic collage.

A foundational series of interactive cabinets developed to build technical fluency in gears, cams, lighting systems, embedded computing, and interactivity while telling narrative-driven stories about time and perception. The series culminated in a multi-panel, life-sized permanent installation at Meow Wolf Denver, with additional large-scale installations exhibited at galleries throughout Denver.

SOLO EXHIBITIONS

2026 — **Portal Juice**, The Lab on Santa Fe, Denver, CO
2025 — **Corrina Espinosa: Technology, Creativity, and the Human Experience**, FEED Media Art Center, Erie, PA
2018 — **It's Alive!**, Cabal Gallery, Denver, CO
2016 — **Vile Beasts & Paper Carnage**, Cabal Gallery, Denver, CO
2015 — **Chromophiliac**, Good Thieves Press, Denver, CO
2013 — **Lilliputian Hallucination**, Good Thieves Press, Denver, CO
2012 — **Illuminated Works**, Niche Promotions, Wazee Union, Denver, CO

SELECTED EXHIBITIONS & INSTALLATIONS

2026 — **Futures: 528.0 Regional Printmaking Exhibition** (Juried by Cecily Cullen, Rick Griffith, and Chinn Wang), Center for Visual Art (CVA), Denver, CO
The Ten Thousand Things (Curated), The Lab on Santa Fe, Denver, CO
2025 — **Remix** (Juried), Covet Gallery, Oceanside, CA
The Human Condition (Curated), The Lab on Santa Fe, Denver, CO
The Non-Human Human: 2nd International AI Art Exhibition (Curated), CICA Museum, South Korea
CURRENTS New Media Festival (Juried), Santa Fe, NM
Duality (Curated), Spectra Art Space, Denver, CO
Googly Eyes: A Love-Themed Group Show (Juried), Kanon Collective, Denver, CO
2024 — **A.I. Love You** (Juried by Rick Dallago), Niza Knoll Gallery, Denver, CO
Fringe Fest Denver (Featured Artist), Mercury Café, Denver, CO
2023 — **Tiny Art, Big Ideas** (Curated), Spectra Art Space, Denver, CO
Spookedelia: Doubt's Echo Immersive Installation (Curated), Spectra Art Space, Denver, CO
2022 — **PinkProgression: Synergy** (Curated by Anna Kaye), O'Sullivan Gallery, Regis University, Denver, CO
FutureShape 360 (Curated), 16th Street Pavilions, Denver, CO
2021 — **Glitch Is in the Soul of the Machine** (Curated by Mark Amerika), iDMAa Broken Media Conference, Winona State University, Winona, MN
Landmark (Curated by Anna Kaye), Site-Specific Augmented Reality Exhibition, Arvada, CO

2010-2019 — Selected Group Exhibitions include:

Sexxxhibition, Art Gym, Denver, CO
Hip Hop Art Night (Multimedia VJ and Projection Mapping Performance), Bar Red, Denver, CO
Variations, Circus Collective, Denver, CO
Fool's Eve, Cabal Gallery, Denver, CO
Discovering Sparx, Startup Hub for CU Boulder, Boulder, CO
Border: Both Sides Now, Art Students League, Denver, CO
Ephemeral, Art Gym, Denver, CO
Dark & Obscure, Art Gym, Denver, CO
Chicano Identity, Arts Santa Monica, Barcelona, Spain
(re)Collecting, CU Museum of Natural History, Boulder, CO
Vacancy? No., Newhouse Hotel, Denver, CO
Encounter (Corrina Corrina iteration), Boulder Museum of Contemporary Art (BMoCA), Boulder, CO
Vault, Center for Visual Art (CVA), Denver, CO
What Is Peace? / What Is Art?, Academy of Fine Arts Sarajevo, Bosnia and Herzegovina

SELECTED CURATION

2024, 2026 — LEGO Art Show, Co-Curated with Joshua Finley and Andrew Novick, Paradox Gallery, Loveland, CO; and Next Gallery, Denver, CO

2022 — Manifest Dystopia, Citywide Augmented Reality Exhibition, Co-Curated with David Hanan, Denver, CO
NFT Garage Sale, Co-Curated with David Hanan, IRL Gallery, Denver, CO

2020 — Breaking Point, Next Gallery, Juried Exhibition, Denver, CO
Going Remote, Sponsored by CU Techne Lab, Online Exhibition / Metaverse

2019 — Robot Return, Cabal Gallery, Denver, CO

2018 — Digitopian Dreams, Sponsored by CU Techne Lab, Cabal Gallery, Denver, CO
Velvet Valentines & Nasty Ink (featuring Erica Day), Cabal Gallery, Denver, CO

2017 — Ctrl/Art/Del, Sponsored by CU Techne Lab, Cabal Gallery, Denver, CO
Autonomous, Open Call Exhibition, Cabal Gallery, Denver, CO
Button Mashers, Co-Curated with Mar Williams, Cabal Gallery, Denver, CO

2016 — Malfunction: 4th Annual Robot Art Show, Co-Curated with R. Tyler Christopherson, Good Thieves Press, Denver, CO
Play Nice, Co-Curated with Britland Tracey, Good Thieves Press, Denver, CO

2015 — Robots!, Co-Curated with R. Tyler Christopherson, Colorado Children's Hospital, Aurora, CO

2013 — Let's Pretend We're Robots, Co-Curated with R. Tyler Christopherson, Good Thieves Press, Denver, CO
Art of Deception, Good Thieves Press, Denver, CO

INVITED TALKS, PANELS & LECTURES

2026 — Artist Talk, The Human Condition, The Lab on Santa Fe, Denver, CO
Artist Talk, The Ten Thousand Things, The Lab on Santa Fe, Denver, CO

2025 — AI Panelist, Arts and Tech Activation, presented by Spinning Leaf Press, The Wheel Art Collective, and Woven Web, Boulder, CO

2024 — Artist Talk, A.I. Love You, Niza Knoll Gallery, Denver, CO

2023 — Panelist, Tools for the Creative Life: AR Art, presented by RiNo Art District, Transforming Creatives, CBCA, Creative Integration Initiative, and Denver Public Library

2023 — Guest Artist, Light Box Demonstration, Denver Museum of Nature & Science, Denver, CO

2019 — Guest Critique Facilitator, Art Gym, Denver, CO

2014 — Guest Art Teacher, Surreal Collage, CHAC Gallery, Denver, CO

2012 — Guest Artist, Pastel Demonstration, Xcentricity Gallery, Denver, CO

2011 — Ceramic Sculpture Demonstration, Second Saturday Open Studio, dHD Denver, CO

EXTERNAL PROFESSIONAL APPOINTMENTS

2025-present — Head of AR & Virtual Engagement for Immersive Experiences, Spectra Art Space, Denver, CO
Lead development of custom augmented reality and interactive digital experiences for exhibitions and public programs, including creative coding, AR system design, asset production, deployment, and maintenance. Contribute to exhibition programming as a collaborating and exhibiting artist.

EXTERNAL PROFESSIONAL APPOINTMENTS (Continued)

2021–2022 — Creative Technologist & AR Developer

City of Arvada Public Art Commission, Arvada, CO

Commissioned role supporting the development and implementation of location-based augmented reality public art projects in municipal parks and public spaces.

2022 — Artist & Program Facilitator

Access Gallery, Denver, CO

Contracted artist facilitating the A.R.T. & Explorers program, leading sustained art-based programming with disabled adults. Supported creative expression, accessibility, and inclusive participation through hands-on studio practice and media-based activities.

2017–2020 — Project Leader, Permanent Installation, Meow Wolf Denver, Denver, CO

Led design and development of a large-scale interactive kinetic cabinet installation integrating mechanical systems, lighting, narrative structure, and custom electronics for permanent public display.

2016–2020 — Co-Owner & Curator, Cabal Gallery, Denver, CO

2013–2016 — Co-Owner, Curator & Webmaster, Good Thieves Press, Denver, CO

SELECTED PRESS

Brad Ford, “Very Very New Media Artist Corrina Espinosa Now @ FEED,” FEED Media Art Center, October 19, 2025.

<https://www.feed.art/upcoming-1/very-very-new-media-artist-corrina-espinosa-now-feed>

“FEED Media Art Center Announces Inaugural OPENFEED 2025 Summer Residency Artists,” EIN Presswire, June 23, 2025. <https://www.einpresswire.com/article/824800563/feed-media-art-center-announces-inaugural-openfeed-2025-summer-residency-artists>

Corrina Espinosa, Artist Profile, CURRENTS New Media Festival, 2025. <https://currentsnewmedia.org/artist/corrina-espinosa/>

Toni Tresca, “Review: Novo Ita at Spectra Art Space, Eco-Themed Art Playground,” Denver Westword, July 1, 2025. <https://www.westword.com/arts-culture/review-novo-ita-spectra-art-space-eco-themed-art-playground-24916820/>

Amy Norton, “Artists harness the controversial power of A.I. to explore “LOVE” in juried art show,” Denver Post, Your Hub, June 30, 2024. Accessed July 9, 2024. <https://yourhub.denverpost.com/blog/2024/06/artists-harness-the-controversial-power-of-a-i-to-explore-love-in-juried-art-show/319596/>

Emily Ferguson, “This New Art Collective Is Taking Over Denver With Augmented Reality,” Denver Westword, August 23, 2022. Accessed December 5, 2022. <https://www.westword.com/arts/this-new-art-collective-is-taking-over-denver-with-augmented-reality-14723718>

“Meet Corrina Espinosa of Autonomous Soup New Media Art,” Voyage Denver, March 3, 2020. Accessed July 25, 2020. <http://voyagedenver.com/interview/meet-corrina-espinosa-autonomous-soup-new-media-art-denver-co/>

Casciato, Cory, “Looking for the Weird Side of Art? Join the Cabal,” Sensi Magazine, April 30, 2018. Accessed January 4, 2019. https://issuu.com/sensimediagroup/docs/may_2018_denver_boulder_sensi

“100 Colorado Creatives You Need To Know in 2017: #75-100,” Denver Westword, June 27, 2017. Accessed January 4, 2019. <https://www.westword.com/slideshow/100-colorado-creatives-you-need-to-know-in-2017-75-100-9199098/24>

Brooke Lundquist, “Movement Studio Demo artist Corrina Espinosa,” Denver Art Museum, June 6, 2016. Accessed September 14, 2016. <http://denverartmuseum.org/article/movement-studio-demo-artist-corrina-espinosa>

Susan Froyd, “100 Colorado Creatives 3.0: Corrina Espinosa,” Denver Westword, April 14, 2016. Accessed September 14, 2016. <http://www.westword.com/arts/100-colorado-creatives-30-corrina-espinosa-7805284>

Kenneth Hamblin III, "Artificial Intelligence comes alive for a robot workshop at Children's Hospital," Westword Slideshows. December 31, 2015. Accessed February 14, 2016. <http://www.westword.com/slideshow/artificial-intelligence-comes-alive-for-a-robot-workshop-at-childrens-hospital-7472043>

Addison Herron-Wheeler, "Creepy, Cute, Creativity: The Art of Corrina Espinosa," Culture Magazine. October 1, 2015. Accessed February 14, 2016. <http://ireadculture.com/creepy- cute-creativity-the-art-of-corrina-espinosa/>

Cory Casciato, "Corrina Espinosa: Chromophiliac," Denver Westword, February 28, 2015. Accessed February 13, 2016. <http://www.westword.com/event/corrina-espinosa-chromophiliac-6277927>

Robin Edwards, "Finders Keepers," Denver Westword. January 23, 2014. Accessed February 13, 2016. <http://www.westword.com/calendar/finders-keepers-5123295>

Susan Froyd, "The Beep Goes On," Denver Westword Blogs. June 6, 2013. Accessed September 29th, 2013. <http://www.westword.com/2013-06-06/calendar/the-beep-goes-on/>

Susan Froyd. "100 Colorado Creatives: Good Thieves Press," Denver Westword Blogs. April 11, 2013. Accessed April 28th, 2013. http://blogs.westword.com/showandtell/2013/04/ good_thieves_press_artist_coop.php

Susan Froyd, "Artist Corrina "Crazie" Espinosa finds her inner unicorn in all the strangest places," Denver Westword Blogs, May 2, 2012. Accessed May 22, 2012. http://blogs.westword.com/showandtell/2012/05/corrina_crazie_espinosa_unicorn.php

Tiffany Fitzgerald, "Chalk one up for pastels in this class at Xcentricity Gallery," Denver Westword Blogs, February 16, 2012. Accessed April 9, 2012. http://blogs.westword.com/showandtell/ 2012/02/chalk_one_up_for_pastels_in_this_class_at_xcentricity_gallery.php

Tiffany Fitzgerald, "Sloan's Lake tree stump sculptor Corrina Espinosa on the healing power of art," Denver Westword Blogs, November 23, 2011. Accessed November 26, 2011. http://blogs.westword.com/showandtell/2011/11/sloans_lake_tree_stump_sculptor.php

Helen Hu, "Better Denver Bucks at Work," North Denver Tribune, December 2, 2010. accessed October 5, 2011. <http://www.northdenvertribune.com/2010/12/better-denver-bucks-at-work/>

PUBLICATIONS & CATALOGUES

2025 — The Devil Does Not Need an Advocate, exhibition catalogue and student publication, editor and producer (with a foreword by [Name]). University of Colorado Boulder, CO.

2025 — Non-Human Human, exhibition catalogue, CICA Museum, South Korea.

2024 — LandMark, exhibition catalogue, Arvada Parks (Saddle Brook Park)

2022 — PINK PROGRESSION: Synergy, exhibition catalogue, O'Sullivan Gallery, Regis University.

2020 — Pink Progression: Collaborations, exhibition catalogue, Arvada Center for the Arts and Humanities.

2017 — Remix, exhibition catalogue, edited by Mark Amerika (included artist).
MFA Thesis Exhibition Catalogue, University of Colorado Boulder Art Museum.

2011 — 4 Day Shelf Life, BFA Thesis Exhibition Catalogue, Center for Visual Art, Denver.