

Mark Helmuth

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My goal is to apply a lifelong practice in the arts grounded in studio, exhibition, and film industry experience to projects that value craft, collaboration, and cultural impact.

Work Experience

Art Director/Set Designer RainDrop Agency Inc

San Diego, CA
2023 - 2025

Designed and fabricated sets for commercial production. Clients include: Dr. Squatch Soap, Dossier Perfumes, Proctor & Gamble's Native brand, Caldera Men's products, Lume laundry detergent, Universal YUMS treats

Production Designer Electric Monster/ZATV LLC

Burbank, CA
2021 - 2023

Built and designed sets and props for various YouTube shows. Clients include: People vs Food, #AskFirefox, Teens React and other cooking shows and sponsored YouTube shows

Production Designer B17 Entertainment Inc

Culver City, CA
2018 - 2021

Designed and Art Directed sets and props for various shows and sponsored entertainment. Clients include: Nail the Look (beauty), Great Gift Exchange for YouTube (reality show), Fright Club (reality show) Late Night This Morning (entertainment news), Disney Ultimate Sleepover (reality show), Surprise I'm Pregnant (reality show)

Production Design/Art Director Defy Media Inc

Beverly Hills, CA
2015 - 2018

Designed sets and props and led creative team in Fabrication of studio sets and elaborate props. Sets created for Verizon go90 (lifestyle show), Weekly Report (entertainment), WTF Clevver Kitchen (cooking show), What the Flavor (cooking show), Smosh Pit (game show), Screen Junkies (film fan show)

Production Designer Vice Media Inc

Santa Monica, CA
2015 - 2017

Designed and built sets in studio and remote on location for "The Therapist" a therapy based TV show featuring various music artists including Katy Perry, Steve Jones (Sex Pistols), Damian Abraham, Prodigy, Wocka Flocka, O.T. Genasis, Chief Keef

Art Director TouchGrove LLC

San Diego, CA
2009 - 2014

Art Directed and designed games for the iPhone App Store. Clients included Mattel Inc. Mattel LED Football, Mattel LED Basketball, Mattel LED Soccer, Mattel LED Football Player vs Player for the iPad, Team Hot Wheels for the iPhone/ iPad; Castle Bash (based on Atari Breakout) for iPad

Shop Carpenter/Scenic Artist/Production Assistant Old Globe Theater

San Diego, CA
2004 - 2008

Worked on theatrical productions on the main stage and outdoor Shakespeare stage; also worked in shop as a carpenter and scenic artist; worked in evenings on theatrical runs, doing props, providing support for talent; assisting sound, costume, automation effects teams.

Miniature Modelmaker/ VFX Scenic Artist Hunter/Gratzner Industries

Culver City, CA
1999 - 2004

Worked on VFX miniatures as a model maker and built miniature sets for feature films and commercials. Projects included, Pitch Black, End of Days, Mission to Mars, Scooby-Doo 2: Monsters Unleashed, Terminator 3: Rise of the Machines

Production Design/Art Director

Feature Films Independent - New York, NY
1990 -1999

Production Design and Art Direction for Independent Feature Films including: Medicine Show (2002), Wirey Spindell (2002), Labor Pains (2000), Above Freezing (2000), Hit and Runway (1999); Art Direction for commercials for Sony, Hewlett Packard, Apple, ProFlowers, Personal Creations, Calloway Golf, General Mills, Pfizer, TeraData; Music Videos for various artists

Preparator/Registrar Crown Point Press

New York, NY Soho Gallery
1989 -1990

Major fine art press and gallery. Prepared gallery walls and hung shows in the NYC gallery and also worked with clients purchasing artwork, also supervised inventory and shipment of artwork to art galleries nationally

Preparator/Registrar Editions Limited Inc.

San Francisco, CA
1986 -1988

Corporate art print and poster wholesaler based in the Bay Area. Prepared gallery walls and hung shows in the SOMA gallery, Handled customer service, supervised framing and shipment of orders of artwork nationally

Customer Service Representative MacPherson/Fullerton Inc

Emeryville, CA
1984 -1986

Major art supply wholesaler based in the Bay Area. Handled customer service and supervised pulling and shipment of orders to art supply retailers nationally

Skills

Creative: Carpentry, Scenic Artist, Fine Art Painter, Prop Fabrication, Photography, Graphic Design, 3D Modeling, Set Design

Software: Google Suite, Adobe Creative Suite, Sketchup, AutoCAD

Social Media: Instagram, Tiktok, X/Twitter, LinkedIn

Management: Project Management, Production Coordination, Construction Lead, Budget Management, Client Management

Education

BFA Photography, Film San Francisco Art Institute, San Francisco, CA
1985–1989