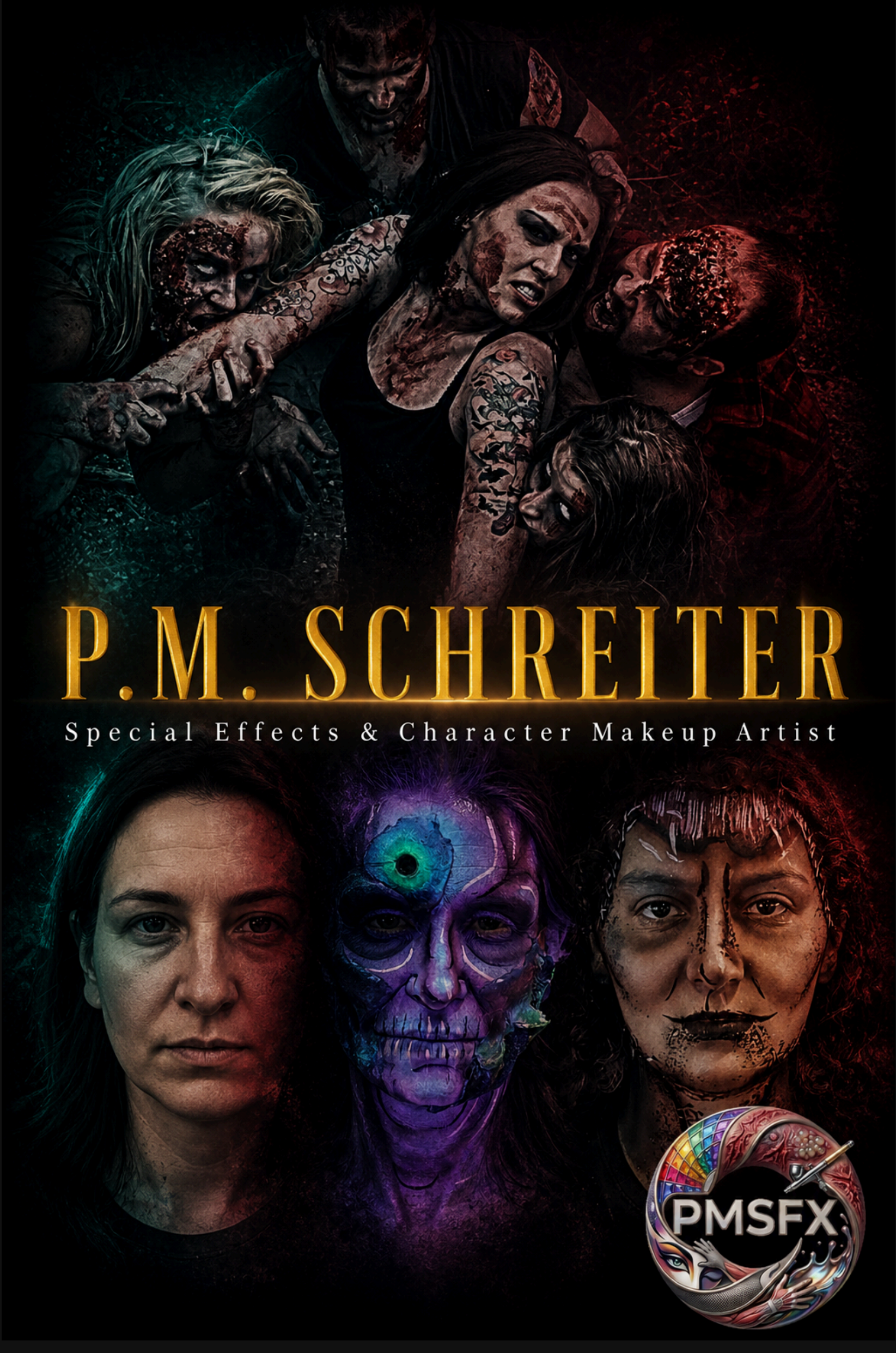




THE CORONER'S ASSISTANT (2026) • CROWNED (2026) • THE G.O.A.T. (2026) • THE BACKPACK PSA (2025) • CEDAR POINT LIVE ENTERTAINMENT (2024–2025)

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PROFESSIONAL PROFILE



P.M. Schreiter is a licensed special effects and character makeup artist with credits in film, episodic television, and live stage production. Based in the Great Lakes region, P.M. Schreiter brings a background spanning prosthetics, trauma simulation, creature design, and HD/4K cinematic beauty work. Recent credits include The Coroner's Assistant (2026), Crowned (2026), and The Backpack PSA (2025, Key Makeup Artist). P.M. Schreiter holds KCACTF recognition for both makeup design and SFX design, and spent six seasons as Makeup, Airbrush, and SFX Artist for Cedar Point Haunts. Available for productions filming in Ohio, Michigan, Indiana, Illinois, Wisconsin, and Minnesota.

SPECIALTIES

- Prosthetic Application & Fabrication
- Trauma & Wound Simulation
- HD / 4K Airbrushing
- Creature & Fantasy Character Design
- UV / Blacklight Reactive Makeup
- Aging & Weathering
- Tattoo Coverage & Application
- Blood Effects & Gore
- Wig & Hair Application
- Period & Stage Makeup
- OSHA / CDC / EPA Safety Certified
- Bloodborne Pathogen Response Training

SELECTED CREDITS

FILM & TELEVISION

Makeup Artist	The Coroner's Assistant (2026)
Makeup Artist	Crowned (2026)
Makeup Assistant	The G.O.A.T. (2026)
Key Makeup Artist	The Backpack, Ohio PSA (2025)

STAGE & LIVE ENTERTAINMENT

Costume Ops Supervisor / Designer	Cedar Point Live Entertainment (2024–2025)
Makeup / Airbrush / SFX Artist	Cedar Point Haunts (2019–2024)
Makeup Artist	Cedar Point Lake Eerie Fear Fest (2016–2018)
SFX Artist	Gruesome Playground Injuries (2014)
Blood Consultant	Carrie the Musical (2015)
Makeup Artist	The Rocky Horror Picture Show (2006–2012)

HONORS & AWARDS

- KCACTF Certificate of Merit: Makeup Design — The Tempest (2014)
- KCACTF Certificate of Merit: Costume Design — Love & Whiskey (2015)
- KCACTF Honorable Mention: Makeup & SFX Design — Gruesome Playground Injuries (2014)

PORTFOLIO



Theatrical Horror Character — Full face SFX with laceration prosthetics and blood work



Trauma & Aging SFX — Lacerations, grime, and character aging for film



Hyper-Realistic Injury Simulation — Precision wound and burn SFX



UV/Blacklight Creature Design — Before/after transformation



Full Character Transformation — Before/after paintwork and aging



Ensemble Set SFX — Multi-performer zombie and gore work