STEPHEN MURRAY

SERIES DIRECTOR | ART DIRECTOR | VISUAL DEVELOPMENT

Dublin, Ireland

Email · Website · Showreel · Linkedin · Portfolio

10+ YEARS AT M2 ANIMATION

PROFILE

Series Director and Art Director specialising in episodic animation, visual development and storytelling. Experienced in shaping a project's visual identity, collaborating with writers and showrunners, and leading creative teams across international productions.

PROFESSIONAL EXPERIENCE

M2 ANIMATION | Bangkok, Thailand

Series Director / Art Director • April 2015 – March 2026

Directed and art-directed productions for international clients, collaborating with writers and showrunners to bring stories from script to screen. Led creative teams across multiple studios, providing artistic direction and overseeing visual development throughout production. Experienced in managing complex episodic productions, short-form animation and real-time cinematics.

SELECTED PROJECTS

TEAM MEKBOTS: ANIMAL RESCUE | Peacock / NBC | 2021–2025

Series Director & Art Director

Directed all 78 episodes, script to final frame. Set the series' look through visual development, colour scripts and art direction, leading teams across multiple studios. Nominated for the 2026 Movieguide Award, Best Television & Streaming for Children.

WHITEOUT SURVIVAL: SQUADS | Century Games | 2025

Director & Art Director

Directed the pilot, overseeing layout, staging, camera and animation. Established the visual direction and created detailed layout and animation notes to guide the team through to final frames.

IRE: A PROLOGUE | Real-Time Cinematics, Unreal Engine | 2025

Director

Directed three real-time cinematics from animatic to final delivery, overseeing layout, blocking, camera, animation, lighting, colour and FX.

WARHAMMER 40,000: INTERROGATOR | Games Workshop | 2021

Director

Created the visual direction and proof of concept, establishing the look and tone of the first three episodes. Produced hundreds of sketches exploring composition, staging, cinematography and atmosphere, developing the visual language and providing the foundation for storyboards.

WARHAMMER 40,000: 9TH EDITION CINEMATIC | Games Workshop | 2020

Art Director

Oversaw the art direction of environments, characters and assets, using VR Quill to explore scale and composition and developing colour scripts to establish the cinematic's lighting, colour and atmosphere.

LEGO FRIENDS: GIRLS ON A MISSION | 2018–2021

Supervising Director

Supervised direction across multiple seasons, maintaining consistency in story and visuals across approximately 70 episodes and shorts.

LEGO FRIENDS WEBISODES | 2015–2018

Director

Progressed from 2D Animation Supervisor to Director, helping define the look of the reboot and directing approximately 70 webisodes.

AWARDS : 3× Telly Awards • 2× Hermes Creative Awards • Summit Awards • Ketnet Annual Awards