

KEVIN MURRAY

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Education

Master of Design (Distinction) - Sound for the Moving Image 2014-2015
Glasgow School of Art

Bachelor of Arts - Technical and Production Arts 2000 – 2003
Royal Scottish Academy of Music and Drama

Profile

- Versatile sound designer and composer for various mediums including Theatre, Film and site specific immersive events

Experience:

Sound Designer, The Lost Things, Double M Arts and events, Sydney Opera House Directed by Graham MacLaren April to June 2025

Sound Designer, Into the New festival, Royal Conservatoire of Scotland/ CCA February 2025

Sound Designer and Composer, A Christmas Carol, Royal Conservatoire of Scotland, Directed by Ramesh Meyyappan, November 2024

Sound Designer and Co-Composer, Up, Visible Fictions, Directed by Dougie Irvine, September 2024

Sound Designer, The Outrun, Edinburgh International Festival, Royal Lyceum Theatre Company, Directed by Vicky Featherstone, August 2024

Sound Designer, Into the New festival, Royal Conservatoire of Scotland/ CCA February 2024

Sound Designer and Co-Director, Afamba Apota, Part of 'The sounds of Integration' Podcast by UNESCO, Written and co-directed by Tawona Sithole – January 2024

Composer, Stockfield Park, Yorkshire winter illuminations, Lightworks Ltd -October 2023

Sound Designer and Composer, Glasglow, Glasgow Botanic Gardens ITISON – 2017 to present

Sound Designer and Composer, Multiple VR Applications, The VR Hive – March 2023

Sound Designer, Hamlet with Ian McKellan, Rose theatre Edinburgh, Directed by Peter Schaufuss – August 2022

Sound Designer, Noises Off, Pitlochry Theatre company, Directed by Ben Occhipinti – May 2022

Composer, Site specific locations around the UK for Ithica studios, Nov 2021

Dubbing Mixer, Citizen's Theatre and Urbancroft films, The Macbeths, Directed by Dominic Hill and Martyn Robertson – May 2021

Sound Designer, Meet Jan Black, Ayr Gaiety Theatre Company, Directed by Jack Nurse – May 2021 – Online Theatre piece

Composer, Sound recordist and Dubbing mixer, Thebans, Royal Conservatoire of Scotland, Directed by Finn Den Hertog – January 2021

Sound Designer, The Mistress Contract. Tron Theatre Company, Directed by Eve Nicol – April 2019

Composer, Illuminight, Dean's Castle Country park, Unique events Oct – 2017 to 2018

Sound Designer, Love Song to Lavender Menace (Edinburgh Fringe and Brits off Broadway re-mount), James Ley. Directed by Ros Philips– Aug 18

Composer, Angry Brigade, Royal Conservatoire of Scotland Directed by Debbie Hannan – June 2018

Sound Designer, Last Woman Left, Royal Conservatoire of Scotland, composed by David Paul Jones. Directed by Claire Lamont – May 2018

Sound Associate, A Pacifist's Guide to the War on Cancer, Complicite directed by Kirsty Housley – Feb 2018

Composer, Colours of Cluny, Grant Park, Forres, Colours of Cluny - Nov 2017

Sound Designer, Love song to Lavender Menace, James Ley Directed by Ros Philips– Oct 2017

Sound Designer, Standby, Utter Theatre Directed by Joe Douglas – Aug 2017

Sound Designer, Inchcolm Project, Part of a PHD project. Jointly ran by the Royal Conservatoire Scotland, Abertay University and the National Theatre of Scotland - October 2016

Sound Designer and Composer, The Tempest, Beijing Xinchuan performing Arts co. Directed by Andy Arnold – September 2016

Sound Associate, The James Plays (UK Tour), National Theatre of Scotland. January 2016

Director and Composer, Paperclips (short film). Glasgow School of Art – January 2015 2016 Winner of a BAFTA Scotland New Talent award.

Assistant Sound Designer and Sound Technician, The Driver's Seat, National Theatre of Scotland. Directed by Laurie Sansom – May 2015

Awards

2017 Fringe First award

2016 Winner. BAFTA Scotland New Talent award.

2012 Best Composition and Best Film, Coast. Glasgow 48 Hour Film Project

Skills

Trained in creating sound effects synthetically, with Foley and field recording.

Experienced in working with various Digital Audio workstations including Logic Pro X and Pro-tools

Experienced in creating content for and system designing, wireless immersive (Audience Headphones) audio playback, using Binaural and Linear content.