



STELA RAILEAN

PhD Candidate in Education Studies | Fulbright Scholar
Head of Animation and Game Design Department
Researcher • Animation Director • Practice-Based Artist

PROFILE

Researcher and educator specializing in animation pedagogy, visual storytelling, comics studies, and practice-based artistic research. Current doctoral research investigates comics and animation as innovative learning media within contemporary audiovisual culture and digital education. Academic interests include animation studies, interdisciplinary learning methodologies, visual communication, creative pedagogy, and applied media research.

CONTACT

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Portfolio: www.estelaraileanu.com

Studio: www.loopinacreative.com | www.loopinapublishing.com

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EDUCATION

- **PhD in Education Studies (expected June 2026)**
“Ion Creangă” State Pedagogical University of Chişinău
Dissertation: “Comics and Animation as Innovative Learning environment”
2022-2026
- **Master’s Degree in Animation Film Directing**
Academy of Music, Theatre and Fine Arts (AMTAP)
Faculty of Theatre, Choreography and Multimedia Arts
2012-2014

- **Bachelor's in Graphic Arts**
Academy of Music, Theatre, and Fine Arts (AMTAP)
Faculty of Fine Arts, Department of Graphics
2008-2012

RESEARCH INTERESTS

- Animation Studies
- Comics and Visual Narrative
- Practice-Based Artistic Research
- Animation Pedagogy and Visual Learning
- Digital Media and Education
- Visual Communication and Audiovisual Culture
- Interdisciplinary Creative Research

ACADEMIC APPOINTMENTS & CREATIVE PRACTICE

Head of Animation and Game Design Department, Faculty of Visual Arts and Design

"Ion Creangă" State Pedagogical University of Chişinău,
September 2025 - Present

- *Coordination and development of Animation and Game Design study programs.*
- *Supervision of bachelor's and master's theses in animation and visual storytelling.*
- *Curriculum development integrating innovative teaching methodologies and artistic research.*

Assistant Lecturer

"Ion Creangă" State Pedagogical University of Chişinău, Faculty of Visual Arts and Design
2023 - Present

- *Teaching and research in animation studies, with a focus on contemporary creative and pedagogical methodologies.*
- *Development of practice-based animation projects integrating digital tools and contemporary visual communication methodologies.*

Fulbright Scholar - Faculty Development Program

University of Central Florida (UCF), School of Visual Arts & Design, Orlando, USA
August 2024 - January 2025

- *Research focused on educational methodologies in animation and pedagogical innovation in higher education.*
- *Curriculum development for courses in animation design and applied animation, integrated into the Fulbright educational model.*
- *Interdisciplinary collaboration with UCF faculty in Animation, Game Design, and Media Arts.*

Founder & Creative Director - Loopina Creative

2017- present

- Creative studio focused on animation, publishing, visual communication, and interdisciplinary media production.

COURSES TAUGHT

- **Visual Development and Design in Animation** (Master's Program)
- **Stop Motion** (Undergraduate Program)
- **Character Design** (Undergraduate Program)
- **History of Animation** (Undergraduate Program)
- **History of Video Games** (Undergraduate Program)

ACADEMIC PRESENTATIONS & CONFERENCES

- **Keynote Speaker – 8th International Scientific and Practical Conference “Current Problems of Modern Design”, Kyiv National University of Technologies and Design (KNUTD), Kyiv, Ukraine - April 9, 2026**
Presentation on animation practice, visual storytelling, and comics-based narratives as tools for communication, learning, and contemporary visual culture.
- **Mentor & Speaker – Bootcamp Future Creatives #8**
COR & Mediacor Creative Industries Association, Chişinău - June 16, 2025
Mentorship for young creatives in animation and visual storytelling, exploring the intersection of personal artistic expression and industry requirements.
- **Curriculum Presentation – “Design in Animation” Course**
Fulbright Program, IIE Education, Trade Center Building, New York - January 16, 2025
Presentation of course structure and pedagogical methodology as part of the Fulbright Faculty Development Program.

INTERNATIONAL RESEARCH NETWORKS & SCIENTIFIC ACTIVITIES

COST Action CA24160 – Comics, Science and Technology: Research and Practice (COS-MICs)
Selected Participant – Training School “Comics-based Practice and Research: Methodologies”
University of Coimbra, Portugal, June 2026

- *Selected participant in the COS-MICs Training School focused on comics-based methodologies, visual storytelling, and interdisciplinary approaches to research and education.*
- *Engagement with international perspectives on comics as a medium for knowledge dissemination, visual communication, and innovative learning practices.*
- *Participation in an interdisciplinary research environment exploring the role of comics in education, scientific communication, and social engagement.*

JURY AND PANEL PARTICIPATION

- **Jury Member - Bachelor Thesis Defenses in Animation and Game Design**
Faculty of Visual Arts and Design, UPSC - June 30, 2025
Evaluation of student projects and provision of academic and professional feedback.
- **Jury Member - Animation Pitch Session**
“Professions of the Future” Forum, Mediacor, Chişinău – June 20, 2024
Evaluation of pitch projects in animation and multimedia.
- **Jury Member - Future Creatives: Create. Show. Repeat**
Campus FIC - May 28, 2025
Jurying student and professional projects in animation and visual storytelling.

PUBLICATIONS

Peer-reviewed journal articles

- **RAILEAN, S.** *Comics as an Innovative Learning Medium*. In: *Moldoscopie*, 2025, pp. 144-150, [https://doi.org/10.52388/1812-2566.2025.1\(102\).14](https://doi.org/10.52388/1812-2566.2025.1(102).14)
- **RAILEAN, S.** *The Evolution of Visual Narrative: Comics and Animation Between History and Digital Transformation*. In: *Univers Pedagogic – Scientific Journal of Pedagogy and Psychology*, no. 4, 2025, pp. 78-83, <https://doi.org/10.52387/1811-5470.2025.4.10>
- **RAILEAN, S.** *The Context of Innovative Learning Media in the Era of Audiovisual Communication and Digitalization*. In: *Univers Pedagogic*, 2026, no. 1(89), pp. 72-77. ISSN 1811-5470, <https://doi.org/10.52387/1811-5470.2026.1.11>
- **RAILEAN, S.; SIMAC, A.** *The Experiential Learning Model from the Perspective of Comics and Animation Didactics*. In: *Akadememos*, no. 2, 2026, (forthcoming).

CONFERENCE PUBLICATIONS

Publications Indexed in SCOPUS

- **RAILEAN, S.; SIMAC, A.** *From Instructional Design to Social Learning Design: A Paradigm Shift in Animation Education*. In: *International Conference on Virtual Learning*, 2026, vol. 21, pp. 275-286, Bucharest, <https://doi.org/10.58503/icvl-v21y202624>

International Conference Proceedings

- **RAILEAN, S.; SIMAC, A.** *Innovative Animation Strategies as a Tool for Transformative Pedagogy*. In: *Higher Education: Traditions, Values, Perspectives*, International Scientific Conference, 19-20 September 2025, Chişinău, Vol. 1, pp. 292–299, <https://doi.org/10.46727/c.v1.19-20-09-2025.p292-299>
- **RAILEAN, S.** *Animation in Educational Innovation: Historical, Hybrid and Global Perspectives*. In: *Design, Visual Art & Creativity: Modern Trends and Technologies*, IV International Scientific and Practical Conference Proceedings, Zaporizhzhia National University, 2025, Vol. 3, pp. 21-24.

- **RAILEAN, S.** *The Historicism of Comics and Cartoons in School Education*. Presented at the Moldavian–Polish–Romanian International Scientific Congress *Education, Policies, Society*, Chişinău, Moldova, 13-15 March 2023.

SKILLS

- *Animation Directing*
- *2D Animation*
- *Stop-Motion Animation*
- *Visual Storytelling*
- *Character Design*
- *Curriculum Development*
- *Animation Pedagogy*
- *Practice-Based Artistic Research*
- *Visual Narrative Development*

LANGUAGES

Romanian - Native

English - Full Professional Proficiency

Russian - Full Professional Proficiency

German – Beginner

MEMBERSHIPS / ACADEMIC NETWORKS

- Fulbright Network
- SIGGRAPH

CREATIVE PRACTICE & ARTISTIC PRODUCTION

- Animation director, illustrator, and creative practitioner working across animation, publishing, and visual communication.
- Illustrated and contributed to the publication of over 100 books, educational publications, and digital editions for publishers and multimedia platforms.
- Directed and produced animated music videos, commercials, and interdisciplinary audiovisual projects.
- Professional practice includes 2D animation, stop-motion animation, visual storytelling, character design, and experimental visual narrative.
- Practice-based artistic research integrating animation methodologies with education, visual culture, and creative pedagogy.

SELECTED SOLO EXHIBITIONS

- “Insights”, Bonard Gallery, Hungary, 2022
- “Length”, “Kafro Abdo” Center, Egypt, 2021
- “Sunday with Surprises”, “N. Titulescu” Library, Republic of Moldova, 2015

- “Illustrated Stories”, “N. Titulescu” Library, Republic of Moldova, 2010
- “Childhood is the Heart of All Ages”, “N. Titulescu” Library, Republic of Moldova, 2009
- “Wings of Flight”, Eminescu International Center, Republic of Moldova, 2008
- “Finite and Infinite”, Moldo-Polish Library, Republic of Moldova, 2008
- “Climbing the Sky”, “N. Titulescu” Library, Republic of Moldova, 2008

SELECTED INTERNATIONAL & GROUP EXHIBITIONS

- International Small Engraving Exhibition, Washington, USA, 2015
 - International Book Fair for Children and Youth, Chişinău, Moldova, 2014
- Award for Best Original Book Illustration
- “Blue Rider” International Exhibition, Serbia, 2012–2013
 - Bratislava International Illustration Biennial, Slovakia, 2009 & 2011
 - 17th International Miniature Festival, Subotica, Serbia, 2012
 - Art Biennial, “Ion Andreescu” Art Gallery, Buzău, Romania, 2012
 - 3rd Beijing International Erotic Ex Libris Exhibition, Beijing, China, 2012
 - International Mail Art Exhibition “Fire, Water, Earth”, France, 2014

ARTISTIC RESIDENCIES & INTERNATIONAL SYMPOSIA

- 29th Ludvig International Art Symposium, Hungary, 2021
- Inter-Art International Artcamp, Romania, 2021
- Rebart Symposium, Austria, 2020
- Kendlimajor International Art Camp, Hungary, 2017–2020
- International Graphic Art Camp, Sebeş, Romania, 2017
- International Art Camp Erdevik, Serbia, 2014
- International Art Camp Inter-Aiud, Romania, 2012

WORKS IN PRIVATE COLLECTIONS

Works held in private collections in Moldova, Romania, Italy, Serbia, Hungary, Austria, Germany, Slovakia, Finland, Egypt, and the United States.

Portfolio and selected works:

www.estelaraileanu.com

SELECTED BOOK ILLUSTRATION & PUBLISHING PROJECTS

Illustrator for educational books, literary publications, children’s literature, and international digital publishing projects.

Selected collaborations include:

- Jane Austen illustrated editions (“Pride and Prejudice”, “Emma”)
- Educational and literary publications for Epigraf, Pontos, Acasă Magazine, and international e-book platforms
- Visual development and illustration for traditional stories, multimedia publications, and educational materials

Selected publishing projects:

www.loopinapublishing.com

AWARDS & HONORS

- Fulbright Faculty Development Scholar, University of Central Florida, USA, 2024–2025
- Award for Best Original Book Illustration, International Book Fair for Children and Youth, Chişinău, Moldova, 2012 & 2014
- Honorary Laureate, “Golden Moment”, Cultural Association “Andromeda”, 2011
- Special Prize, Sergiu Grossu Competition, 2008
- First Prize, Autumnala Painting Competition, 2007
- Hall Scholarship in Art, 2007

SELECTED PROJECTS

www.loopinacreative.com

DIGITAL PORTFOLIO**Portfolio:**

www.estelaraileanu.com

Animation & studio projects:

www.loopinacreative.com

Publishing & illustration projects:

www.loopinapublishing.com