

Quoc-Tin Phan

Doctoral Research Fellow
DISI - University of Trento
Italy

Via Malpensada, 90
38100 - Trento
Italy
+39 3420236513
✉ quoctin.phan@unitn.it



Education

- Nov **Doctoral Research Fellow**, *University of Trento*, Italy.
2015–Now Areas of Concentration: Multimedia Forensics.
Supervisor: Prof. Giulia Boato.
- June 2014 **M.Sc. in Computer Science**, *University of Science, VNU-HCM*, Vietnam..
Areas of Concentration: Cryptography, Digital Signal Processing.
Thesis: Public key cryptography based on the discrete logarithm problem on a matrix group and its application in searchable encryption.
Supervisor: Prof. Dinh-Thuc Nguyen (ndthuc@fit.hcmus.edu.vn).
Thesis score: 9.6/10.
GPA: 8.04/10.
- July 2011 **B.S., Honor Program in Computer Science**, *University of Information Technology, VNU-HCM*, Vietnam.
Areas of Concentration: Data communication and Networking.
Thesis: Sync data on parallel channels for distance learning.
Supervisor: Dr. Hong-Hai Dam-Quang.
Thesis score: 9.25/10.
GPA: 8.14/10.

Academic & Research experience

- May **Researcher**, *University of Information Technology, VNU-HCM*, Vietnam.
2011–Oct Research activities include:
2015
 - Public-key encryption with keyword search using matrix group.
 - Simulation of common digital modulation techniques: amplitude modulation, frequency modulation, phase shift keying, quadrature amplitude modulation.
 - Distance learning system supporting unicast, multicast, and broadcast connections.
- May **Teaching assistant**, *University of Information Technology, VNU-HCM*, Vietnam.
2011–Oct Courses: Digital Signal Processing, Computer Networking.
2015

Other experience

- Nov **Part-time Lead Firmware Engineer**, *Aotea Global Services Limited (AGS)*, HCM,
2013–April Vietnam.
2014 I was responsible for developing firmware to build a system involving electronic devices: Arduino boards, bluetooth, GPS, RF transceivers.

Aug **3D Game Programmer**, *Gameloft Corporation*, HCM, Vietnam.
2010–April I was responsible for porting 3D games written in C++ to be runnable on Android platform.
2011

Personal skills

Languages **Vietnamese**, mother tongue.
English, upper-intermediate.

Computer **Operating systems & Office suites**, advanced knowledge in Microsoft Office, Windows, and Mac OS.
Programming languages, good at C++, C#, Visual Basic, Java, Matlab, Python.
Others, Latex.

References

University of Trento
Italy

◦ Giulia Boato
boato@disi.unitn.it

University of Science, VNU-HCM
Vietnam

◦ Dinh-Thuc Nguyen
ndthuc@fit.hcmus.edu.vn

Publications

- [1] Q. T. Phan, G. Boato, and F. G. B. D. Natale, "Image Clustering by Source Camera via Sparse Representation," in *International Workshop on Multimedia Retrieval (ICMR)*, 2017 (accepted).
- [2] Q. T. Phan, A. Budroni, C. Pasquini, and F. G. B. D. Natale, "A Hybrid Approach for Multimedia Use Verification," in *MediaEval*, 2016.
- [3] Q. T. Phan, D. T. Dang-Nguyen, G. Boato, and F. G. B. D. Natale, "Face spoofing detection using LDP-TOP," in *IEEE International Conference on Image Processing*, Sept 2016, pp. 404–408.
- [4] T. Q. Phan, V. H. Dang, and T. D. Nguyen, "A Novel Construction for PEKS Scheme Using Matrix Group," in *Ubiquitous Information Technologies and Applications*. Springer, 2014, pp. 335–343.