



SCIENTIFIC CURRICULUM VITAE

1. Personal details

Full name: Thanh Tuan NGUYEN..... Date of birth: 12 May 1982.....
Academic title: PhD..... Sex: Male.....
Administrative position: Lecturer.....
Department: Faculty of Information Technology.....
Institution: HCMC University of Technology and Education.....
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Research gate: <https://www.researchgate.net/profile/Thanh-Tuan-Nguyen-2>

2. Qualifications:

STT	Years	Academic institutions	Major/Specialty	Academic degree
1	2001-2005	Hue University of Sciences, Vietnam	Informatics	Bachelor
2	2007-2009	University of Economics and Law-VNUHCM, Vietnam	Business management	Bachelor
3	2007-2010	University of Science-VNUHCM, Vietnam	Information System	Master of Science (Msc)
4	2013-2015	Ho Chi Minh City University of Technology, Vietnam	English Studies	Bachelor
5	2017-2020	Université de Toulon, France	Computer Science	Doctor of Philosophy (PhD)

3. Professional experience:

STT	Years	Institution	Professional address	Position
1	2005-2006	AZ Solution	Be Van Don street, ward 4, Ho Chi Minh City, Vietnam	R&D
2	2007-2008	IT Solution	Nguyen Huu Canh street, Binh Thanh ward, Ho Chi Minh City, Vietnam	Consultant
3	2021-2024	Laboratoire d'Informatique et des Systèmes (LIS), Université de Toulon	Campus de La Garde - La Valette, Avenue de l'Université 83130 LA GARDE, France,	Postdoc
4	2008-now	Faculty of Information Technology, HCMC University of Technology and Education	01 Vo Ngan street, Linh Chieu ward, Thu Duc city, Ho Chi Minh City, Vietnam	Lecture

4. Language (rating: A- Poor/deficient; B- Fair; C- Sufficient; D- Fluent)

Language	Reading	Writing	Speaking
English	C	C	B
Other language	-	-	-



5. Expertise and research interests

5.1. Main research orientation

- Image and video understanding
- Pattern recognition
- Machine learning and deep learning techniques
- Computer vision and applications

5.2. List of research projects:

List all the research grants/projects:

No	Project ID and Project name	Funding institution & funded amount	Project duration	Project evaluation ranking	Position/ role in the project
1	-	-	-	-	-

5.3. Publications

No	Authors	Year	Publications	Name of Journal/ Conference, publishers/ No, Vol, Page	ISSN/ ISBN	Doi/ Link	Notes
1 Articles in WoS-covered journal							
1.10	Thanh Phuong Nguyen, Hung Phuoc Truong, Thanh Tuan Nguyen , Yong-Guk Kim	2022	Reflection symmetry detection of shapes based on shape signatures	<i>Pattern Recognition</i> , Vol 128:108667	0031-3203	https://doi.org/10.1016/j.patcog.2022.108667	
1.9	Thanh Tuan Nguyen , Thanh Phuong Nguyen, Frédéric Bouchara	2022	Dynamic texture description using adapted bipolar-invariant and blurred features	<i>Multidimensional Systems and Signal Processing</i> , (First Online)	1573-0824	https://doi.org/10.1007/s11045-022-00826-y	
1.8	Thanh Tuan Nguyen , Thanh Phuong Nguyen	2021	A Comprehensive Taxonomy of Dynamic Texture Representation	<i>ACM Computing Surveys</i> , Vol 55(1) pp 1 - 39	0360-0300	https://doi.org/10.1145/3487892	
1.7	Thanh Tuan Nguyen , Thanh Phuong Nguyen, Frédéric Bouchara	2021	Dynamic texture representation based on oriented magnitudes of Gaussian gradients	<i>Journal of Visual Communication and Image Representation</i> , Vol 81:103330	1047-3203	https://doi.org/10.1016/j.jvcir.2021.103330	



No	Authors	Year	Publications	Name of Journal/ Conference, publishers/ No, Vol, Page	ISSN/ ISBN	Doi/ Link	Notes
1.6	Thanh Tuan Nguyen, Thanh Phuong Nguyen, Frédéric Bouchara	2021	A novel filtering kernel based on difference of derivative Gaussians with applications to dynamic texture representation	<i>Signal Processing: Image Communication</i> , Vol 98:116394	0923-5965	https://doi.org/10.1016/j.image.2021.116394	
1.5	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2021	Prominent local representation for dynamic textures based on high-order gaussian-gradients	<i>IEEE Transactions on Multimedia</i> , Vol 23 pp 1367 - 1382	1520-9210	https://doi.org/10.1109/TMM.2020.2997202	
1.4	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2020	Rubik gaussian-based patterns for dynamic texture classification	<i>Pattern Recognition Letters</i> , Vol 135 pp 180–187	0167-8655	https://doi.org/10.1016/j.patrec.2020.04.007	
1.3	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2020	Directional dense-trajectory-based patterns for dynamic texture recognition	<i>IET Computer Vision</i> , Vol 14(4) pp 162–176	1751-9640	https://doi.org/10.1049/iet-cvi.2019.0455	
1.2	Thanh Tuan Nguyen, Thanh Phuong Nguyen, Frédéric Bouchara, and Xuan Son Nguyen	2020	Momental directional patterns for dynamic texture recognition	<i>Computer Vision and Image Understanding</i> , Vol 194:102882	1077-3142	https://doi.org/10.1016/j.cviu.2019.102882	
1.1	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2018	Completed statistical adaptive patterns on three orthogonal planes for recognition of dynamic textures and scenes	<i>Journal of Electronic Imaging</i> , Vol 27(05):053044	1017-9909	https://doi.org/10.1117/1.JEI.27.5.053044	
2	Article(s) in Scopus-covered journal						
2.1	-	-	-	-	-	-	-
3	Article(s) in other international journal						



No	Authors	Year	Publications	Name of Journal/ Conference, publishers/ No, Vol, Page	ISSN/ ISBN	Doi/ Link	Notes
3.1	-	-	-	-	-	-	-
4	Article(s) in National scientific journal						
4.1	-	-	-	-	-	-	-
5	International Conferences						
5.7	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2020	Dynamic texture representation based on hierarchical local patterns	<i>Advanced Concepts for Intelligent Vision systems (ACIVS), pages 277–289</i>	978-3-030-40604-2	https://doi.org/10.1007/978-3-030-40605-9_24	
5.6	Thanh Tuan Nguyen, Thanh Phuong Nguyen, Frédéric Bouchara, and Ngoc-Son Vu	2019	Volumes of blurred-invariant gaussians for dynamic texture classification	<i>Computer Analysis of Images and Patterns (CAIP), pages 155–167</i>	978-3-030-29887-6	https://doi.org/10.1007/978-3-030-29888-3_13	
5.5	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2019	Smooth-invariant gaussian features for dynamic texture recognition	<i>International Conference on Image Processing (ICIP), pages 4400–4404</i>	978-1-5386-6249-6	https://doi.org/10.1109/ICIP.2019.8803449	
5.4	Thanh Tuan Nguyen, Thanh Phuong Nguyen, Frédéric Bouchara, and Xuan Son Nguyen	2018	Directional beams of dense trajectories for dynamic texture recognition	<i>Advanced Concepts for Intelligent Vision systems (ACIVS), pages 74–86</i>	978-3-030-01448-3	https://doi.org/10.1007/978-3-030-01449-0_7	
5.3	Thanh Tuan Nguyen, Thanh Phuong Nguyen, and Frédéric Bouchara	2017	Completed local structure patterns on three orthogonal planes for dynamic texture recognition	<i>International Conference on Image Processing Theory, Tools and Applications (IPTA), pages 1–6</i>	978-1-5386-1842-4	https://doi.org/10.1109/IPTA.2017.8310130	
5.2	Huu Nghia Huynh, Thanh Tuan Nguyen, and	2015	TeamHCMUS: A concept-based information retrieval approach for web	<i>CEUR Workshop Proceedings, volume 1391.</i>	1613-0073	http://ceur-ws.org/Vol-1391/60-CR.pdf	



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	Bao Quoc Ho		medical documents				
5.1	Thanh Tuan Nguyen	2014	Open web information extraction systems: A survey	<i>International Conference on Green Technology and Sustainable Development (GTSD), volume 1, pages 669–675,</i>			
6	National Conferences						
6.1	Thanh Tuan Nguyen and Bao Quoc Ho	2013	Building an automatic Q&A system to answer definitional questions in medical field	<i>Fundamental And Applied IT Research (FAIR), pages 55–61</i>			