

**Artwork/Project Title**  
Drowsiness Detection Model

**Year Accomplished**  
2025

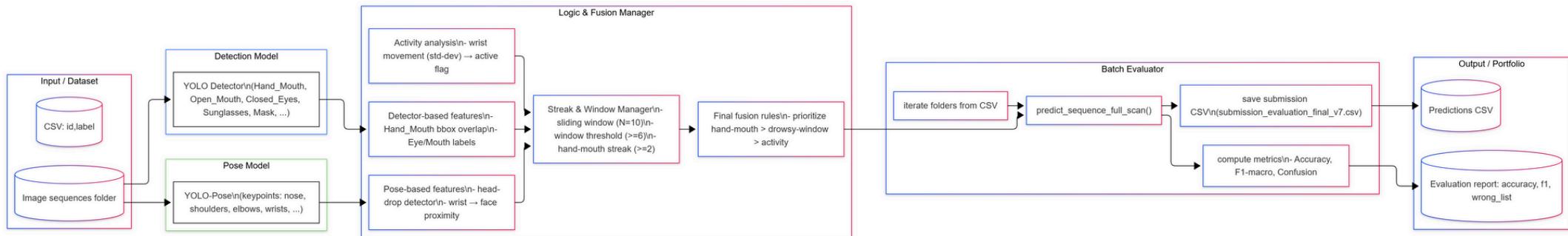
**Role/Position**  
AI Engineer & Data Engineer

#### Artwork/Project Description

I designed and implemented a computer-vision-based drowsiness detection pipeline that integrates a YOLO object detector with YOLO-Pose for keypoint extraction. The system includes dataset labeling, video sequence preprocessing, and a CSV-based evaluation format (id, label) for batch testing. I developed a multi-source fusion logic combining detector outputs, pose features, and activity analysis with a strict prioritization strategy. Hand-mouth confirmation uses both the Hand\_Mouth bounding box and a minimum two-frame pose streak to significantly reduce false positives. Head-drop detection is derived from changes in nose-shoulder positioning, while activity analysis leverages wrist-movement standard deviation to filter out high-motion frames. A sliding window mechanism ( $N=10$ , threshold  $\geq 6$ ) ensures that only persistent drowsy events are classified (achieved 90% accuracy on a 700 dataset of 1 second video).

#### Publication Link

[https://huggingface.co/spaces/tre\\_amyoracle/drowsiness-detector](https://huggingface.co/spaces/tre_amyoracle/drowsiness-detector)



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**Artwork/Project Title**  
RepViT-CBAM: Hardware-Aware  
Mobile Vision Optimization

**Year Accomplished**  
2025

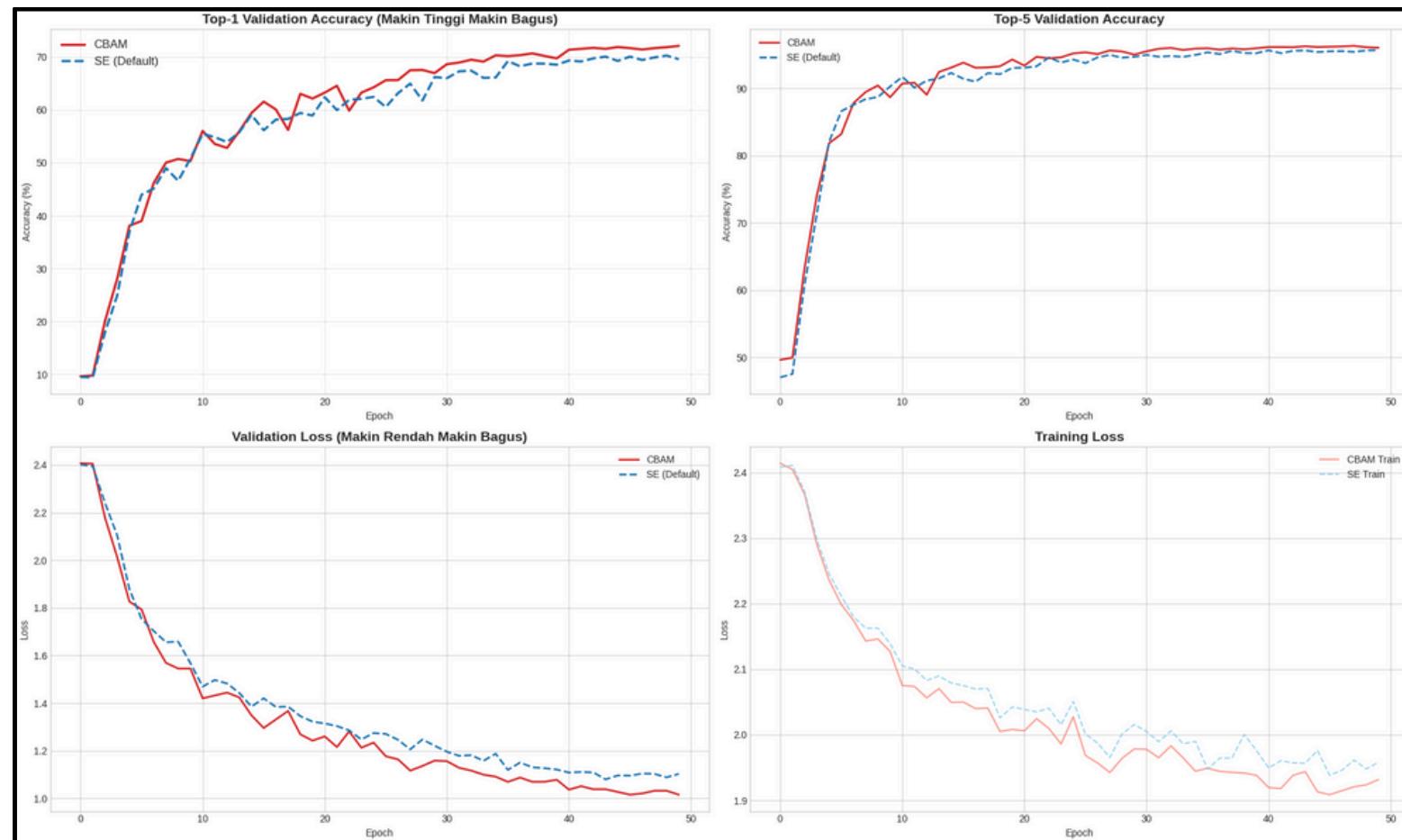
**Role/Position**  
Computer Vision Research  
Engineer

**Publication Link**  
[https://github.com/Treamyoracle/RepViT\\_Enhanced](https://github.com/Treamyoracle/RepViT_Enhanced)



**Artwork/Project Description**  
A custom-architected lightweight vision model designed to overcome the spatial limitations of standard RepViT architectures on edge devices.

- The Challenge:** Identified that the default Squeeze-and-Excitation (SE) blocks in RepViT discarded critical spatial information ("where" an object is) via Global Average Pooling, limiting localization
- The Engineering Solution:** Re-engineered the architecture by replacing SE blocks with Convolutional Block Attention Modules (CBAM) ( $\$r=4\$$ ) to enforce both channel and spatial attention
- The "Win-Win" Result:** Achieved a 1.83% increase in Top-1 Accuracy (70.27% to 72.10%) on Imagenette.
- Hardware Optimization:** Contrary to theoretical complexity, the modified model reduced inference latency by ~0.3ms (15% speedup) on iPhone 15 (CoreML). This proved that Apple Neural Engine (ANE) is better optimized for CBAM's structural convolutions than SE's pooling operations.



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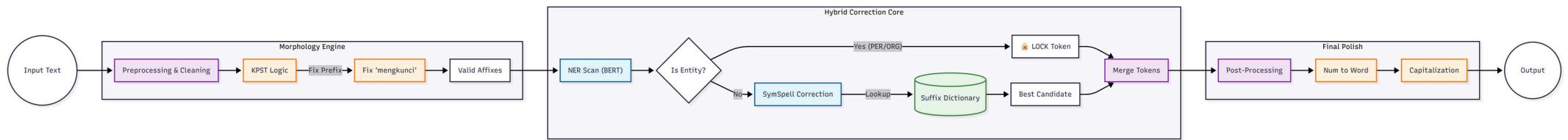
**Artwork/Project Title**  
Context-Aware NLP Grammatical Error Correction System  
**Year Accomplished**  
2025

**Role/Position**  
NLP Backend Engineer

**Publication Link**  
<https://github.com/nlp-tugas-akhir/nlp-backend>

**Artwork/Project Description**  
A high-performance text correction API specifically engineered for the complexities of the Indonesian language (Bahasa Indonesia).

- The Architecture: Built a Hybrid NLP Pipeline that combines BERT-based Named Entity Recognition (NER) (to protect names/places from being "corrected") with SymSpell (for ultra-fast edit-distance spelling correction).
- The Linguistic Engine: Unlike generic spellcheckers, I implemented a custom Morphological Rule Engine from scratch to handle Indonesian phoneme melting rules (KPST) and complex suffix stacking (e.g., memp-> mem-, -kan/-i).
- System Reliability: Engineered a robust dictionary generation system that programmatically builds valid word variations from root words to reduce Out-Of-Vocabulary (OOV) errors.
- Full-Stack Integration: Wrapped in FastAPI with support for multi-format parsing (.pdf, .docx, .txt), making it a production-ready microservice.



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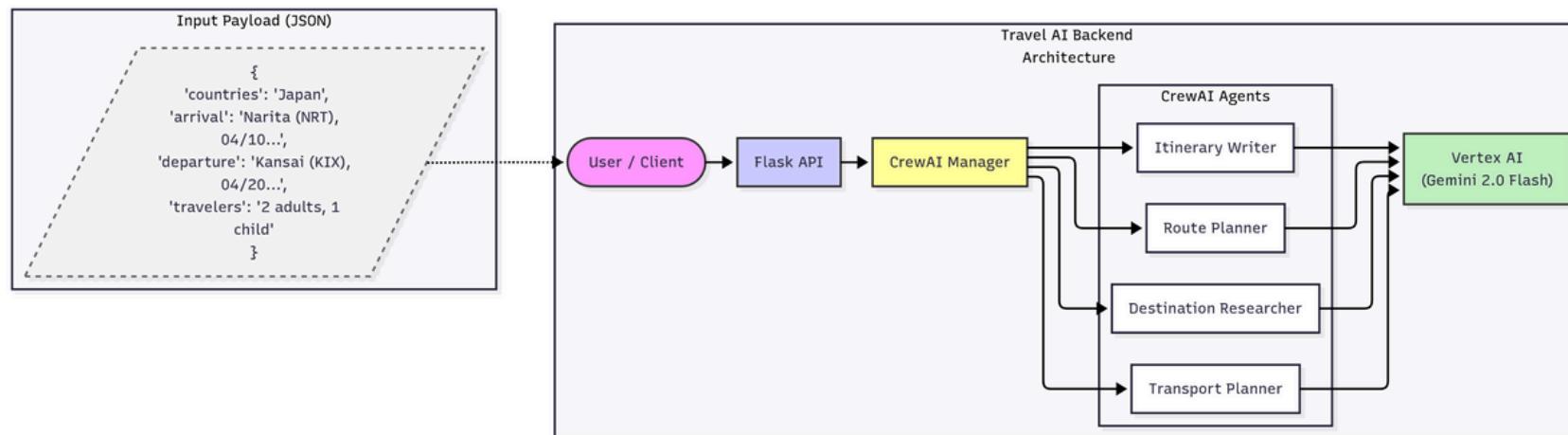
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**Artwork/Project Title**  
*Multi-Agent Itinerary Planner*

**Year Accomplished**  
2025

**Role/Position**  
*AI Engineer & Backend Developer*

**Publication Link**  
[https://github.com/Treamyoracle/GSC2025\\_SPS](https://github.com/Treamyoracle/GSC2025_SPS)



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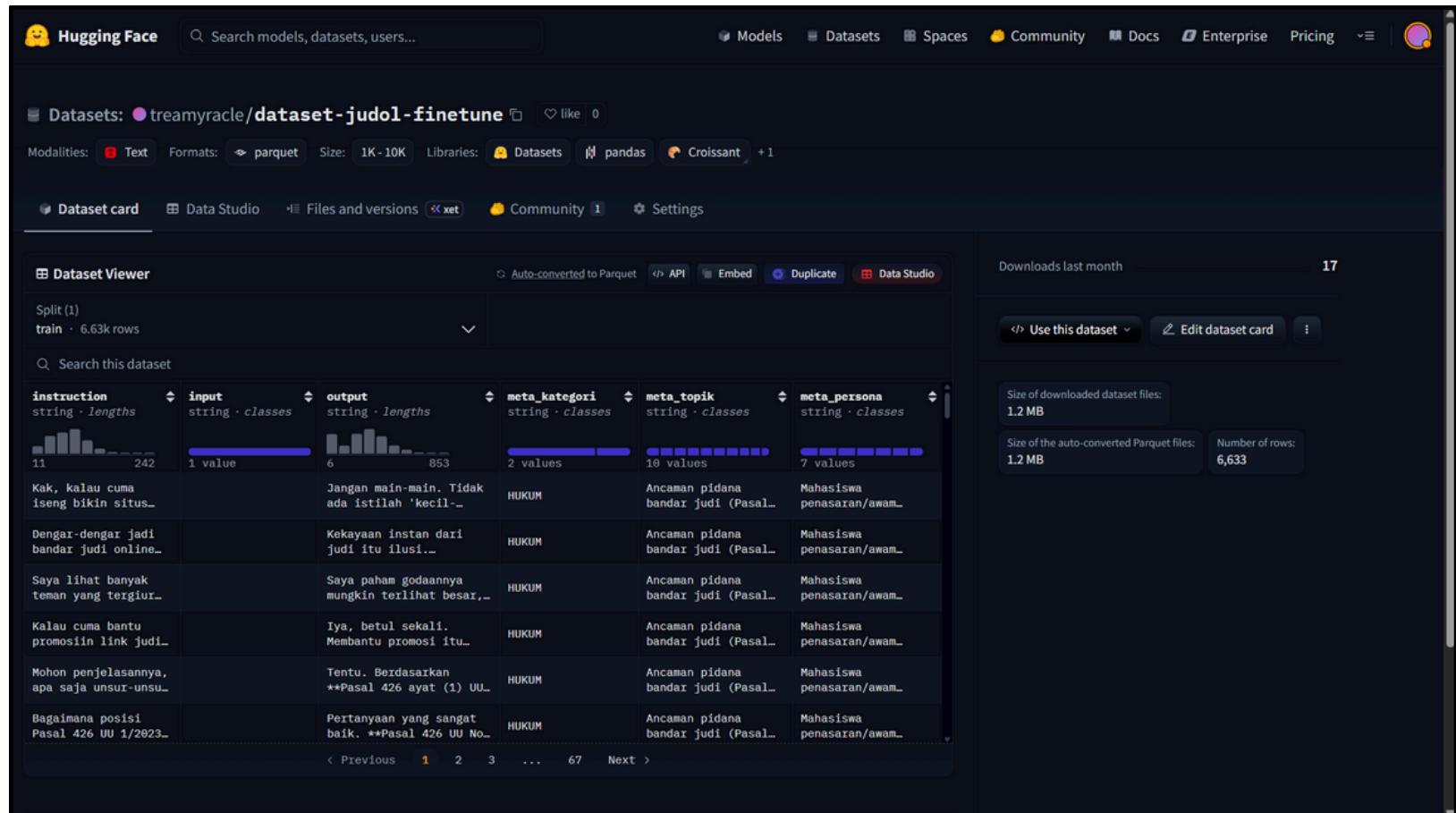
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**Artwork/Project Title**  
Online Gambling Awareness Dataset  
**Year Accomplished**  
2025

**Role/Position**  
AI Researcher & Data Engineer

**Publication Link**  
<https://huggingface.co/datasets/teamyracl/JudiOnline-Instruct-ID>

**Artwork/Project Description**  
*dataset-judol-finetune* is a synthetic dataset generated using LLM API, leveraged with Google Search grounding tools to ensure high factual accuracy. The dataset focuses on the Indonesian online gambling landscape, covering general information, local slang definitions, and safety alignment (refusal mechanisms for gambling tips). When used to fine-tune the Qwen 2.5 7B model, this data achieved significantly higher domain-specific accuracy compared to the standard base instruct model (400% increase of accuracy measured by data test loss).



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**Artwork/Project Title**  
*Lawyer-Instruct-Translated-ID*

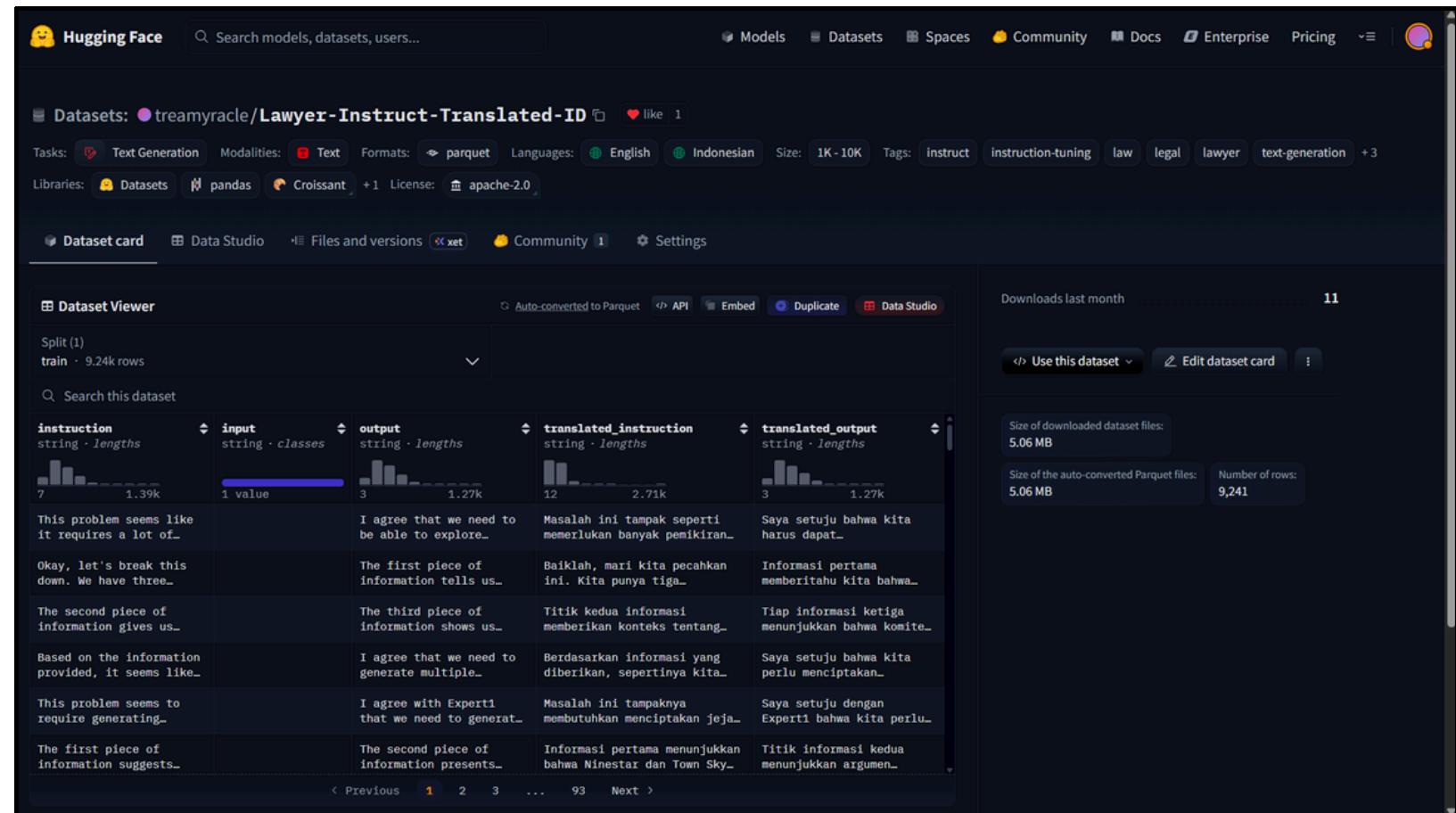
**Year Accomplished**  
2025

**Role/Position**  
AI Researcher & Data Engineer

**Publication Link**  
<https://huggingface.co/datasets/treamyoracle/Lawyer-Instruct-Translated-ID>

### Artwork/Project Description

*Lawyer-Instruct-Translated-ID* is a specialized dataset designed for instruct-tuning Large Language Models (LLMs) within the legal domain. I implemented a neural machine translation pipeline to curate high-quality training data, specifically engineered to fine-tune base models. The resulting dataset enables models to adopt a professional legal persona, allowing them to generate responses with the tone, structure, and terminology characteristic of a lawyer.



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**Artwork/Project Title**

FILKOMreserV

**Year Accomplished**

2024

**Role/Position**

Fullstack Developer

**Publication Link**

<https://potong.in/FilkomReserV>

**Artwork/Project Description**

a centralized web application collaboratively built with a small team of 4 to solve the previously manual, fragmented, and error-prone room reservation system at the Faculty of Computer Science. The platform integrates the entire workflow, from requests to approvals, by implementing a real-time availability calendar and an automated admin system. Built with HTML & CSS, Golang, and Supabase, our team's solution successfully eliminates the risk of double bookings, reduces administrative workload, and streamlines the reservation process for hundreds of users.

The screenshot shows the homepage of the FILKOMreserV web application. At the top, there is a navigation bar with links for Beranda, Buku Panduan, Kontak Kami, Notifikasi, and Login. The main header features a large image of a conference hall with a stage and audience. The title "Atur Peminjaman Ruangan dengan Mudah" is prominently displayed. Below the title, a subtitle reads "Reservasi ruangan di FILKOM UB secara cepat, efisien, dan terorganisir dengan FILKOMreserV." A search form allows users to input borrowing date (Tanggal Peminjaman), start time (Waktu Mulai), end time (Waktu Selesai), and capacity (Kapasitas). Below the search form, a section titled "Ruangan yang tersedia di FILKOM" displays two images: one of a group of people in a room labeled "GKM" and another of a large audience in an auditorium labeled "Auditorium Algoritma G2".

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**Artwork/Project Title**

FILOTI

**Year Accomplished**

2024

**Role/Position**

Fullstack Developer

**Publication Link**

<https://potong.in/FILOTI>

**Artwork/Project Description**

a centralized lost and found management system collaboratively built with a team to replace the faculty's manual, security-handled process and ineffective announcements via WhatsApp. The platform enables security staff to easily log found items with images, while allowing all faculty members to browse and search a structured database for their lost belongings. Built with React, Golang, and Supabase, our team's solution significantly improves item visibility and recovery rates, ensuring crucial announcements are no longer buried in irrelevant chat noise.

The screenshot shows the 'Report Item' page of the FILOTI application. At the top, there is a navigation bar with links for 'Lost Items', 'Found Items', 'History', 'Report Item', 'Notification', and 'Logout'. The main form has several fields: 'Report Type' (dropdown menu with 'Select an Option' placeholder), 'What item?' (text input field with placeholder 'e.g., Brown leather wallet'), 'Item Description' (text area with placeholder 'Describe the item in detail...'), 'Location' (text input field with placeholder 'Pilih Lokasi'), and 'Photos (Optional)' (file upload area with placeholder 'Click or drag & drop files here'). A large orange 'Submit Report' button is at the bottom of the form.

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**Artwork/Project Title**

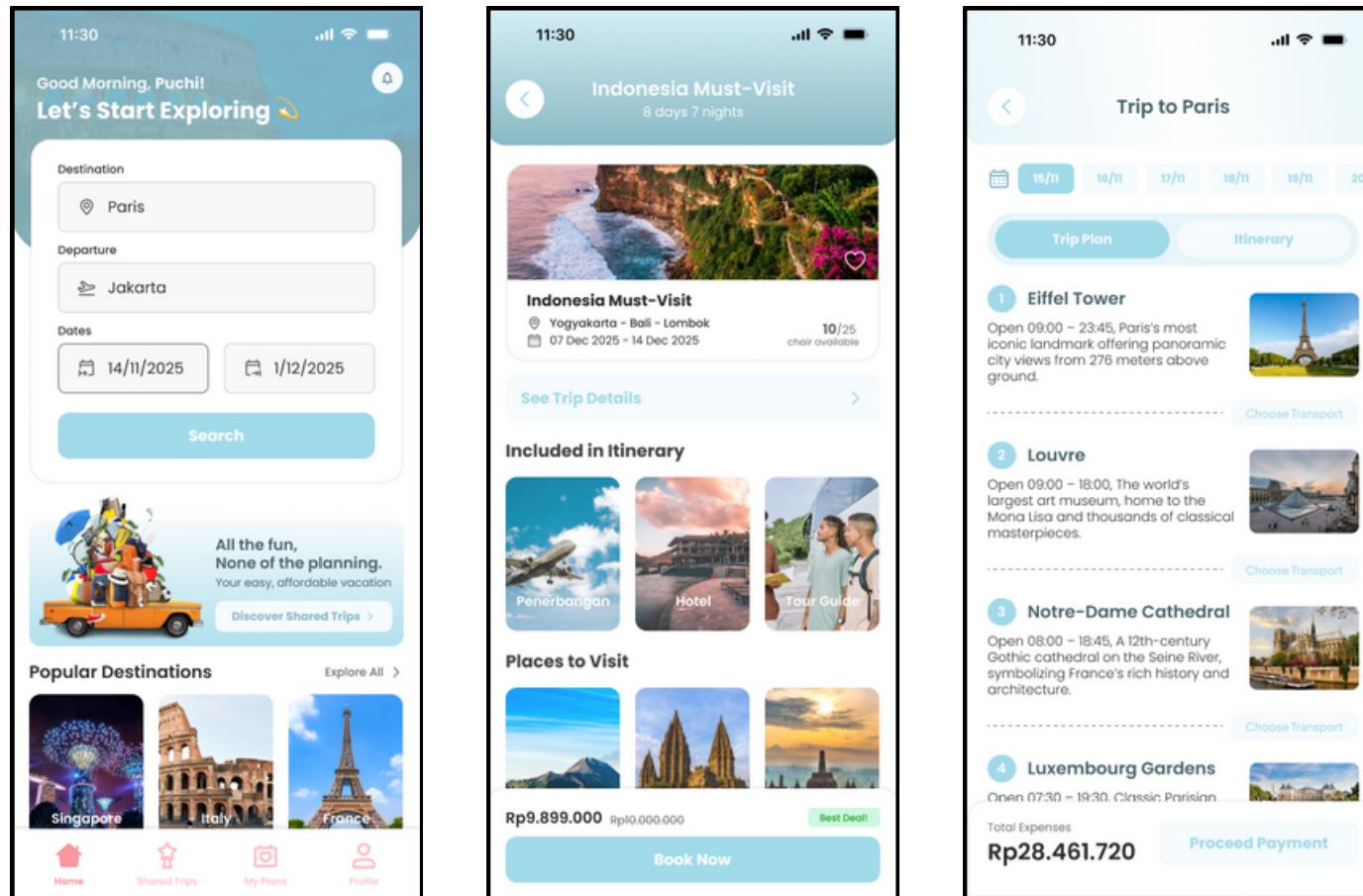
VIATRIX

**Year Accomplished**

2025

**Role/Position***Product Manager, UX Researcher, and UI Designer***Publication Link**<https://potong.in/ViatrixPrototype>**Artwork/Project Description**

an innovative AI-based smart travel application collaboratively designed by team EL KAPITANO (team of 2 people) to replace the complex, time-consuming, and fragmented process of manual trip planning. The platform directly addresses the significant time burden an average of 17 hours and 42 minutes per trip and high stress that 96.8% of travelers experience during planning. The platform enables users to automatically generate a complete, personalized itinerary with integrated booking for flights and hotels, simply by entering their destination, dates, and number of passengers. Furthermore, it allows travelers to utilize a "Shared Travel" feature to find and join existing trips, making travel more affordable and social by splitting costs for guides and transportation. Designed with Figma, FigJam, and Google Forms , our team's solution significantly reduces planning time and cognitive load , ensuring a smarter, more inclusive, and cost-effective travel experience.

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**Artwork/Project Title**

POTONGIN

**Year Accomplished**

2025

**Role/Position**

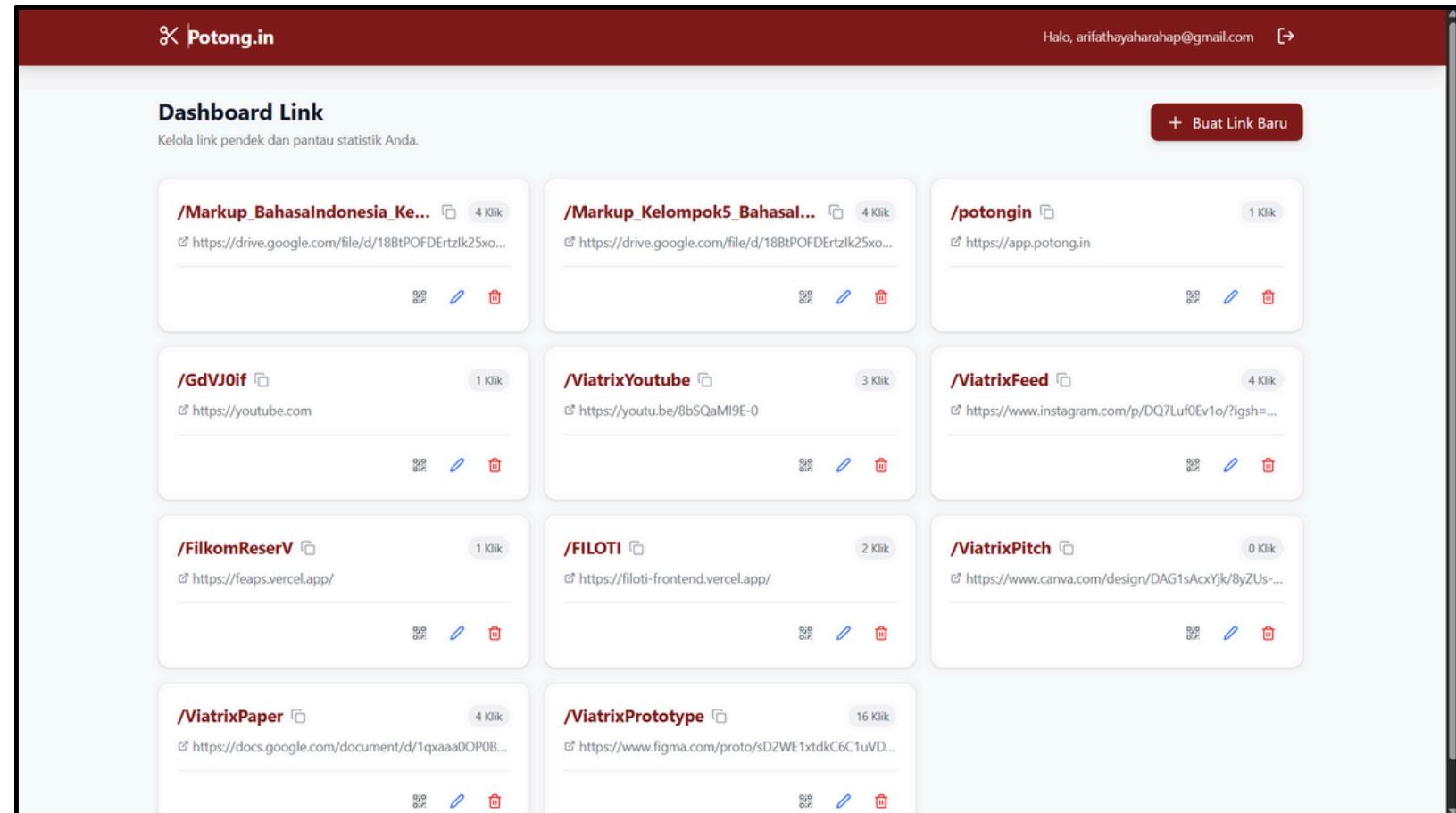
Product Manager & Backend Developer

**Publication Link**

<https://app.potong.in/>

**Artwork/Project Description**

*potong.in is a full-stack URL shortener web application developed in collaboration with a partner. We engineered the backend API using Golang (Gin framework) to create a fast and reliable service, while the user interface was built with React.js to provide a seamless and interactive user experience. The project is live and deployed on Vercel.*

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