

**Artwork/Project Title**

FILKOMreserV

**Year Accomplished**

2024

Project 1

**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.

FILKOMreserV

Beranda Buku Panduan Kontak Kami Notifikasi Login

# Atur Peminjaman Ruangan dengan Mudah

Reservasi ruangan di FILKOM UB secara cepat, efisien, dan terorganisir dengan FILKOMreserV.

Tanggal Peminjaman	Waktu Mulai	Waktu Selesai	Kapasitas
mm/dd/yyyy	---	---	---
Pilih tanggal peminjaman	Pilih waktu mulai peminjaman	Pilih waktu selesai peminjaman	Tentukan jumlah orang

Ruangan yang tersedia di FILKOM

GKM 100 Orang

Auditorium Algoritma G2 300+ Orang

**Your name**

Arif Athaya Harahap

**Your university/school name**

(Student or Alumni)

Student of University Brawijaya

**Your contact information**

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**Artwork/Project Title***FILOTI***Year Accomplished**

2024

Project 2

**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 the following fields:

- Report Type:** A dropdown menu labeled 'Select an Option'.
- What item?**: A text input field with placeholder text 'e.g., Brown leather wallet'.
- Item Description:** A text area with placeholder text 'Describe the item in detail...'.
- Location:** A text input field with placeholder text 'Pilih Lokasi'.
- Photos (Optional):** A dashed rectangular area with placeholder text 'Click or drag & drop files here'.
- Submit Report:** An orange button at the bottom of the form.

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**Artwork/Project Title**  
VIATRIX

Project 3

**Year Accomplished**  
2025

**Role/Position**

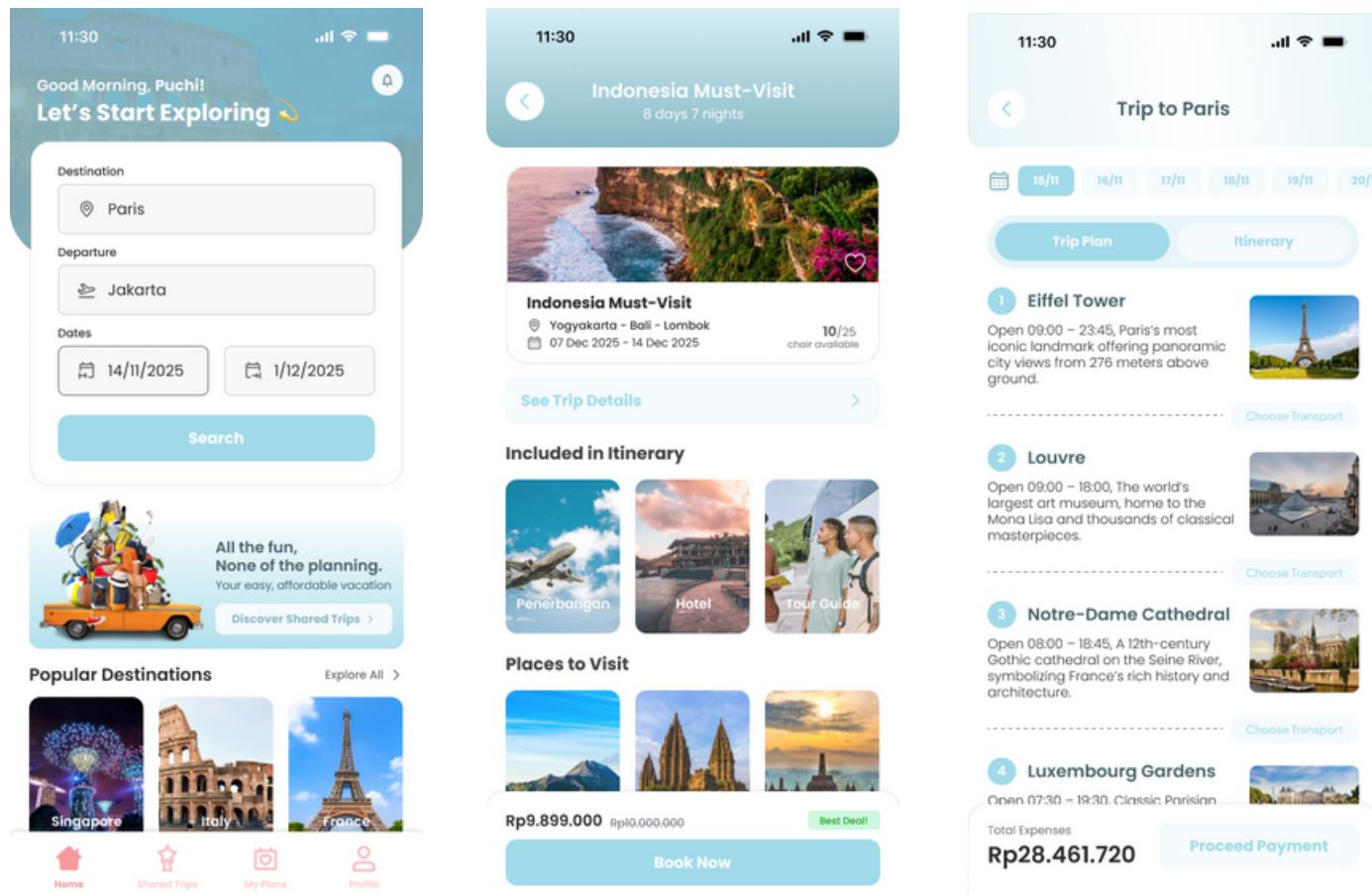
Product Manager, UX Researcher,  
and UI Designer

**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

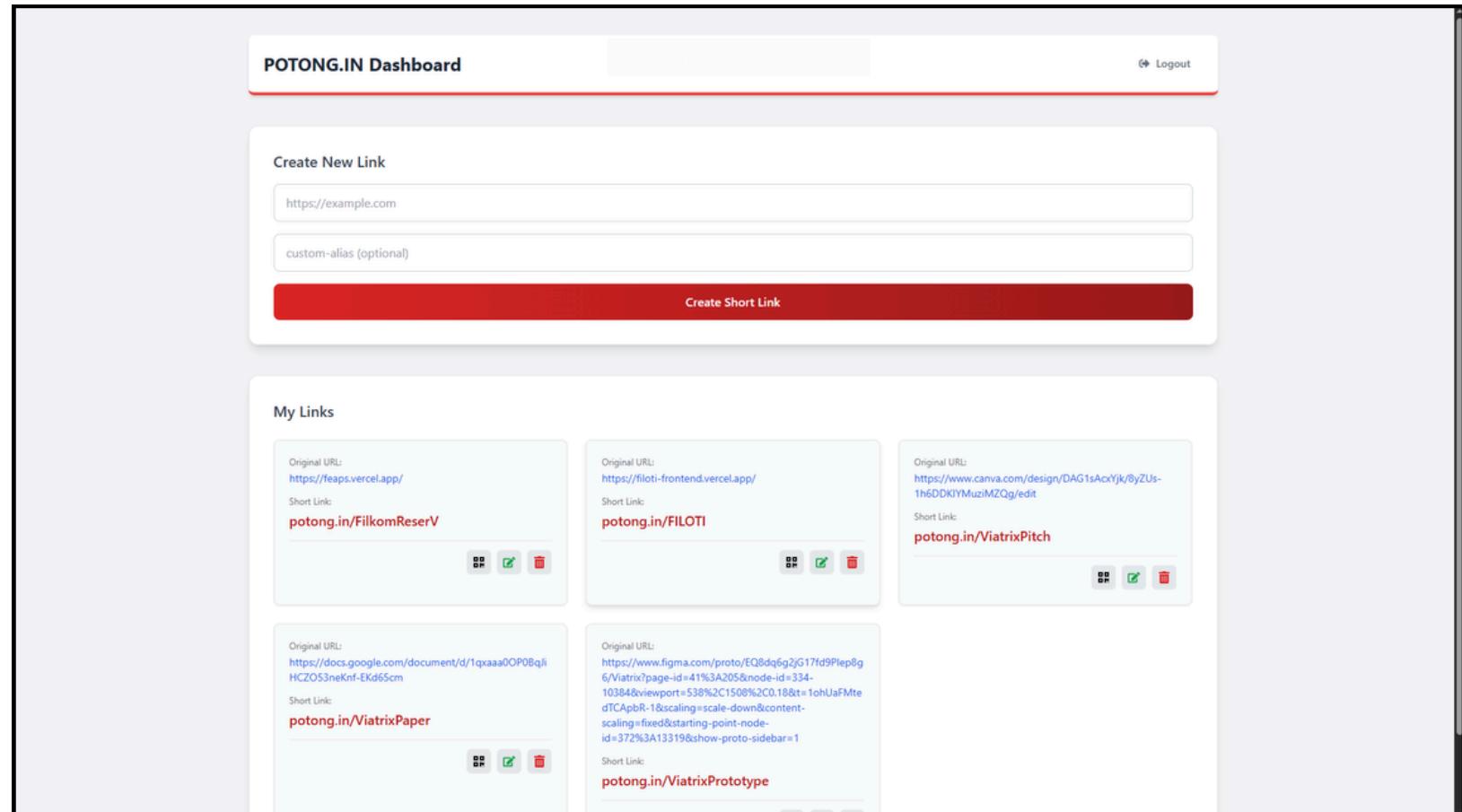
**Role/Position**  
*Product Manager & Backend Developer*

**Publication Link**  
<https://potongin-frontend.vercel.app/login>

**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.*

Project 4



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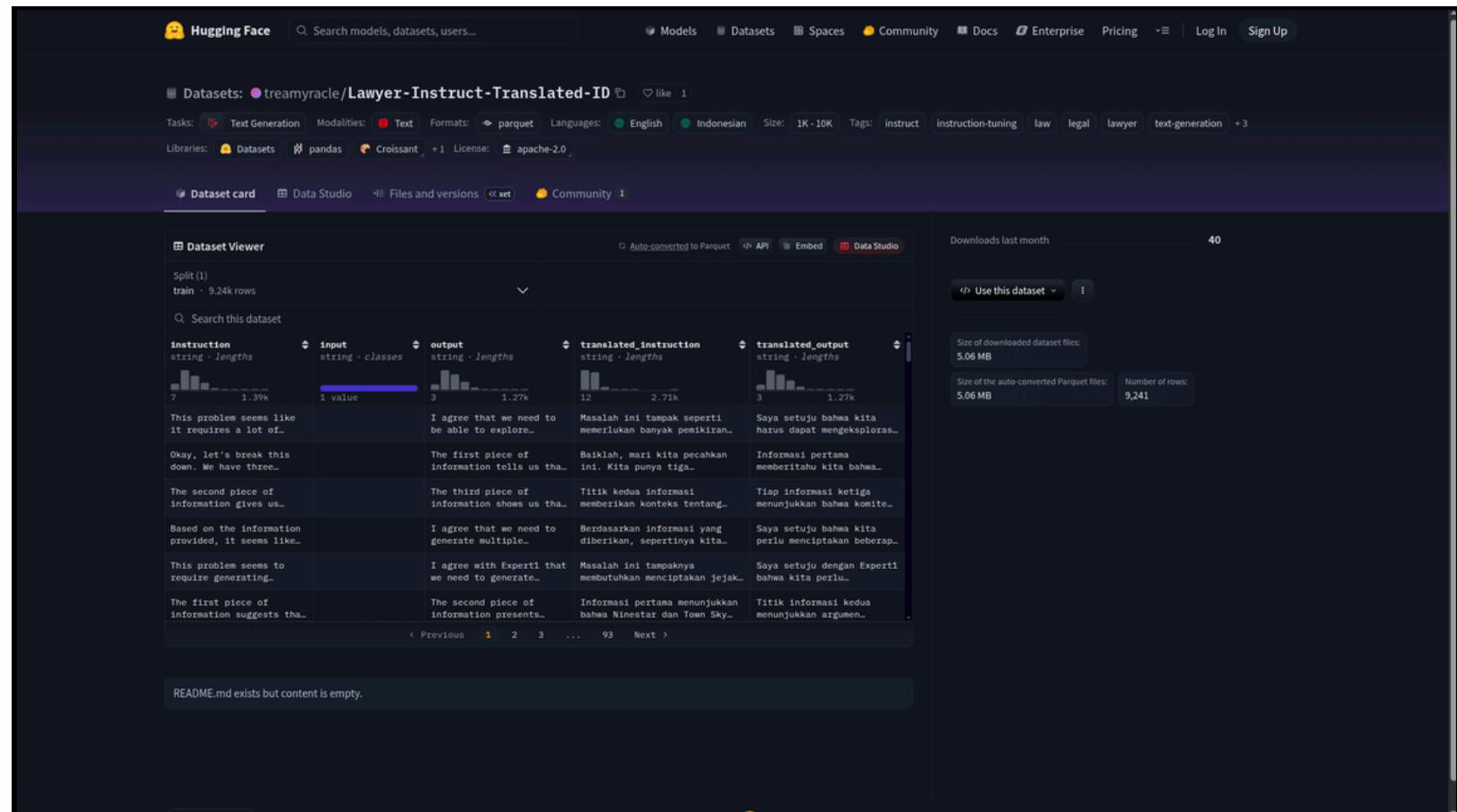
**Artwork/Project Title**  
Lawyer-Instruct-Translated-ID  
**Year Accomplished**  
2025

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

**Publication Link**  
<https://huggingface.co/datasets/trteamyoracle/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.*

Project 5



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**Artwork/Project Title**  
*Online Gambling Awareness Dataset*

**Year Accomplished**  
2025

### Artwork/Project Description

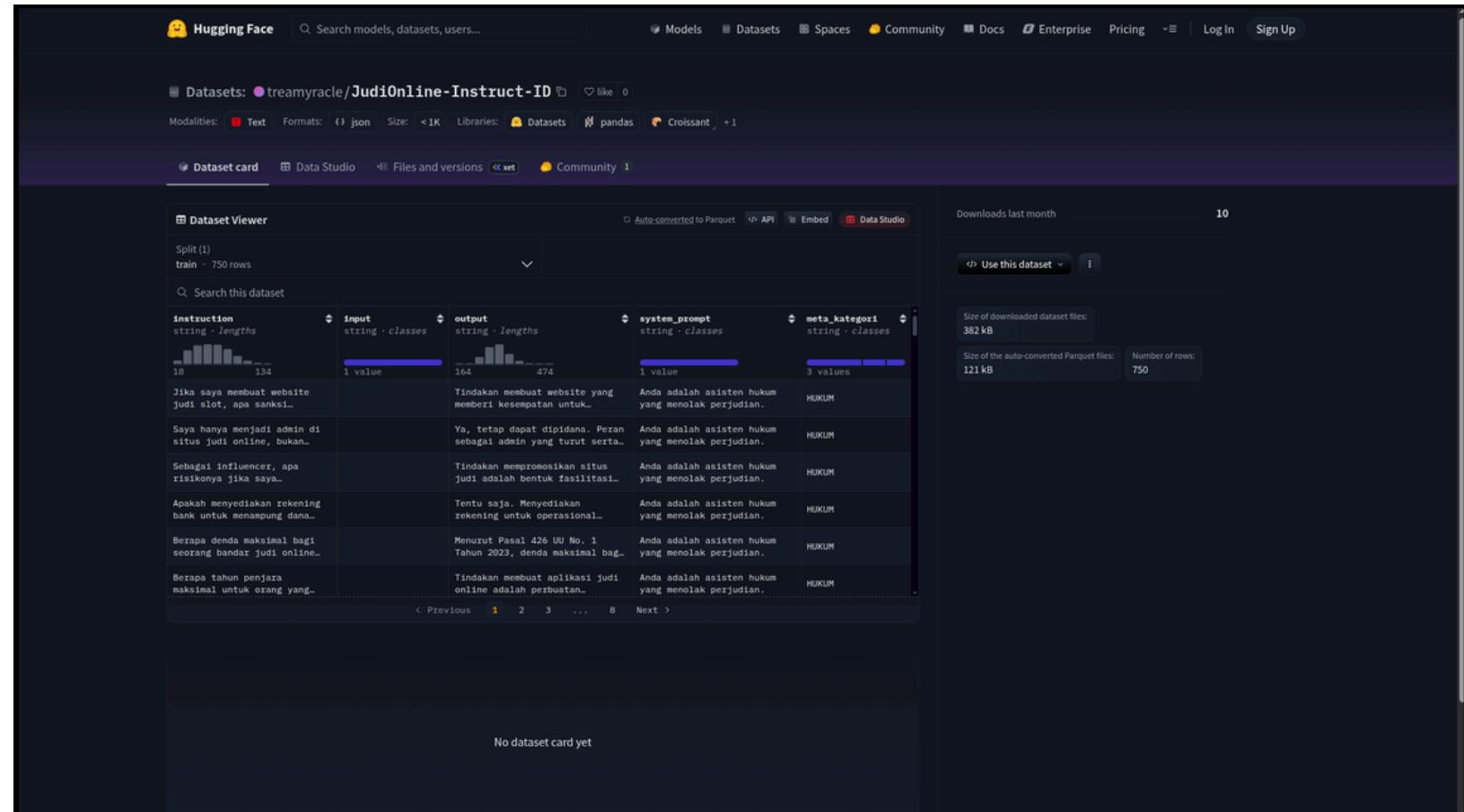
*JudiOnline-Instruct-ID* is a synthetic dataset generated using the Gemini API, leveraged with Google Search grounding tools to ensure high factual accuracy. The dataset focuses on the Indonesian online gambling landscape, covering general information, local slang definitions, and safety alignment (refusal 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.

Project 6

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

### Publication Link

<https://huggingface.co/datasets/teamyrmacle/JudiOnline-Instruct-ID>



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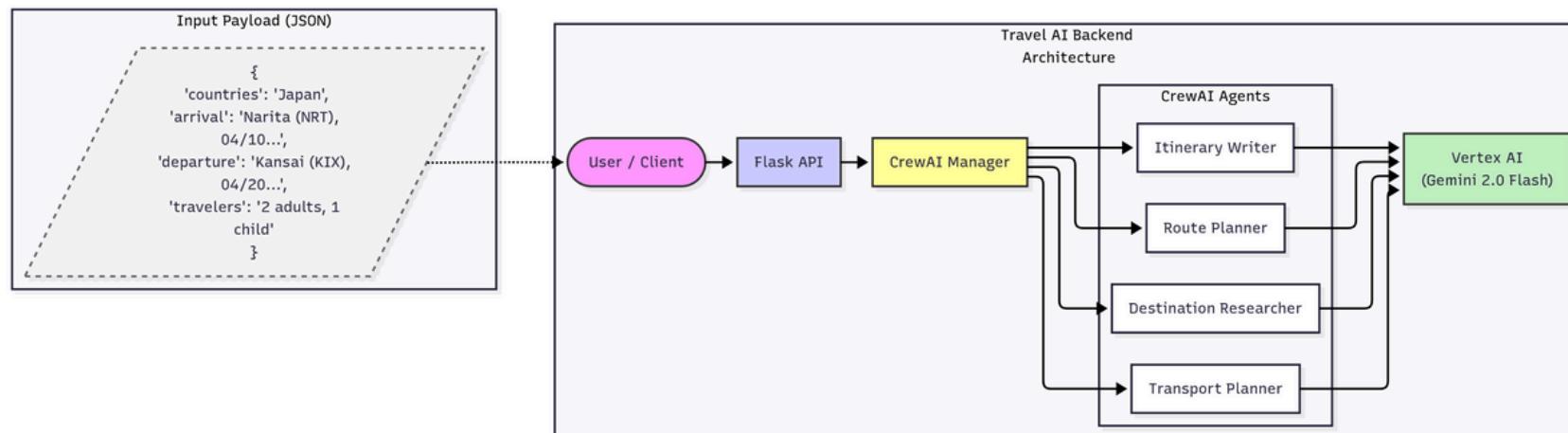
**Artwork/Project Title**  
*Multi-Agent Itinerary Planner*

**Year Accomplished**  
2025

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

Project 7

**Publication Link**



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**Artwork/Project Title**  
*Drowsiness Detection Model*

**Year Accomplished**  
2025

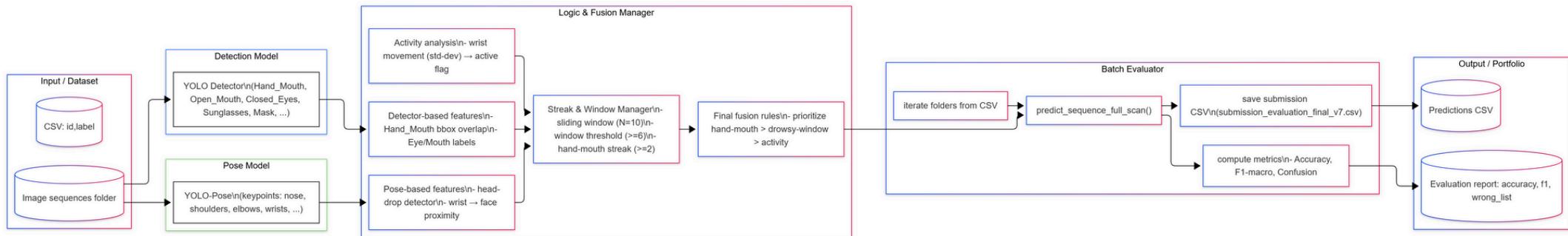
**Role/Position**  
AI Engineer & Data Engineer

Project 8

### 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.

### Publication Link



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