

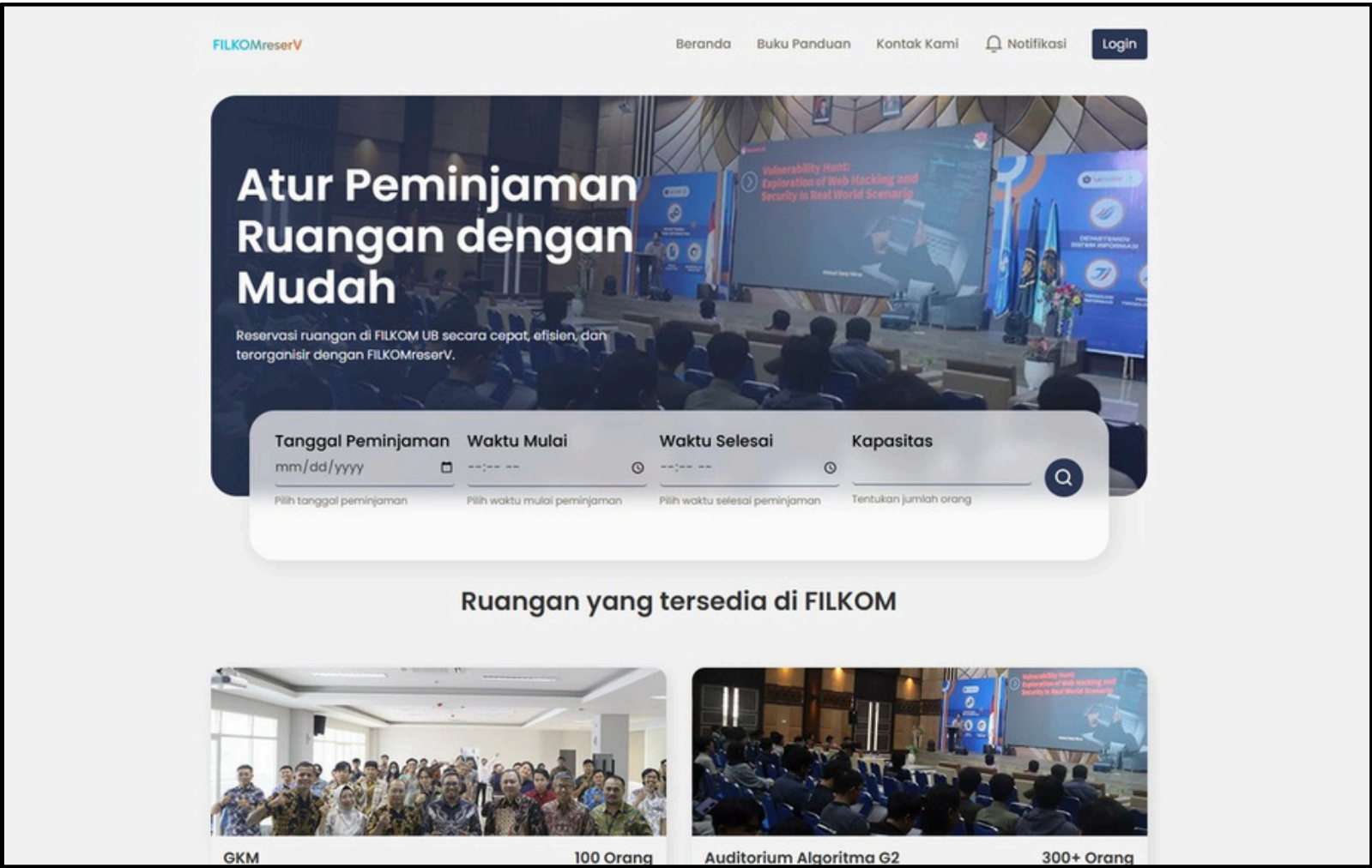
Artwork/Project Title
 FILKOMreserV

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.



Your name
 Arif Athaya Harahap

Your university/school name
 (Student or Alumni)
 Student of University Brawijaya

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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 displays the FILOTI Student Lost and Found Application interface. The header includes the FILOTI logo, the text 'Student Lost and Found Application', and navigation links: 'Lost Items', 'Found Items', 'History', 'Report Item', 'Notification', and a 'Logout' button. The main content area is titled '> Report Item' and contains a form with the following sections:

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

Name

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Artwork/Project Title

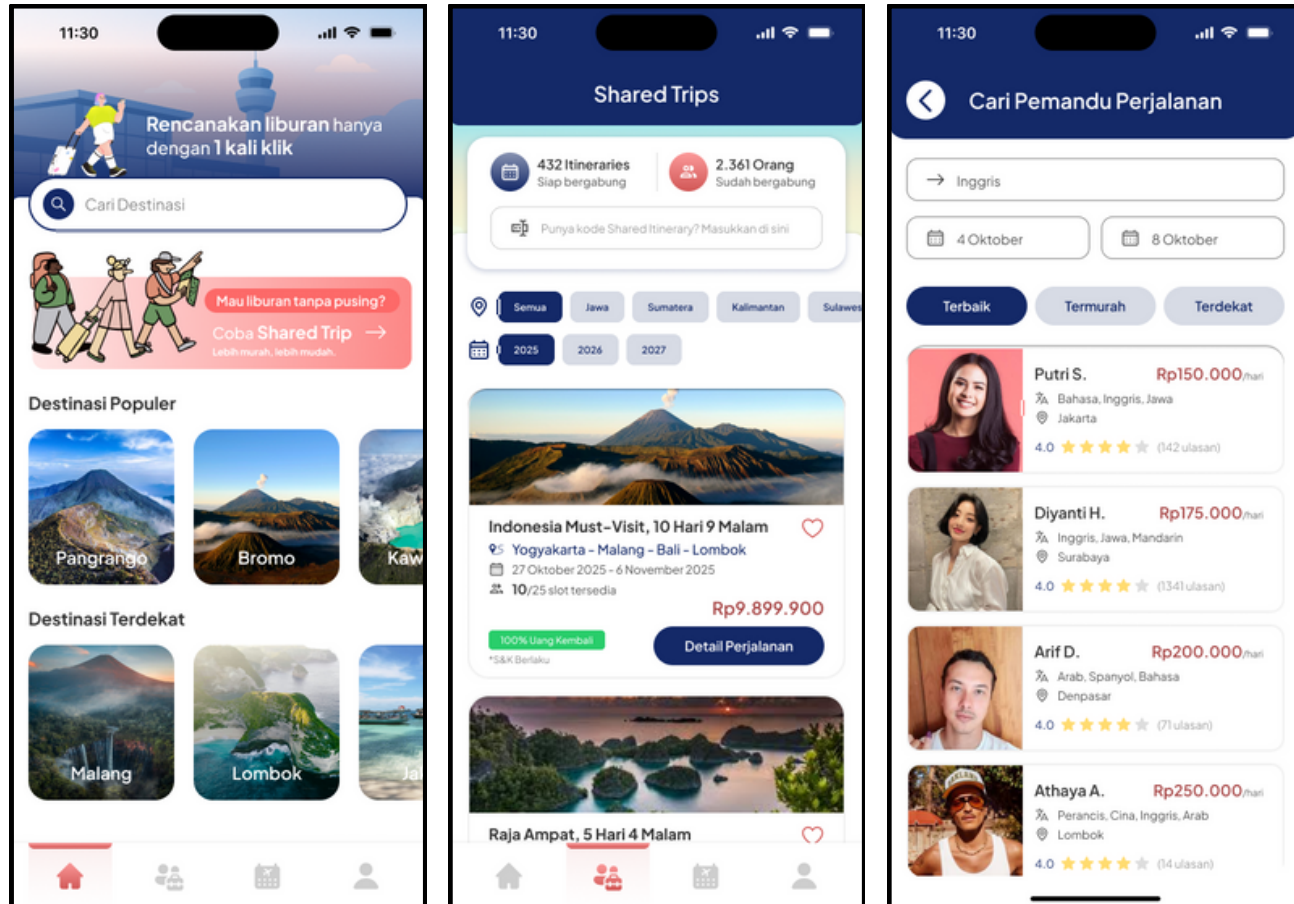
VIATRIX

Year Accomplished

2025

Role/PositionProduct 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.

**Name**

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