

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.

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 the text "Atur Peminjaman Ruangan dengan Mudah" and a subtext about quick, efficient, and organized room reservations. Below this is a search form with fields for "Tanggal Peminjaman" (Date), "Waktu Mulai" (Start Time), "Waktu Selesai" (End Time), and "Kapasitas" (Capacity). A large button with a magnifying glass icon triggers the search. Below the search form, there is a section titled "Ruangan yang tersedia di FILKOM" showing 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".

Your name

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(Student or Alumni)

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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

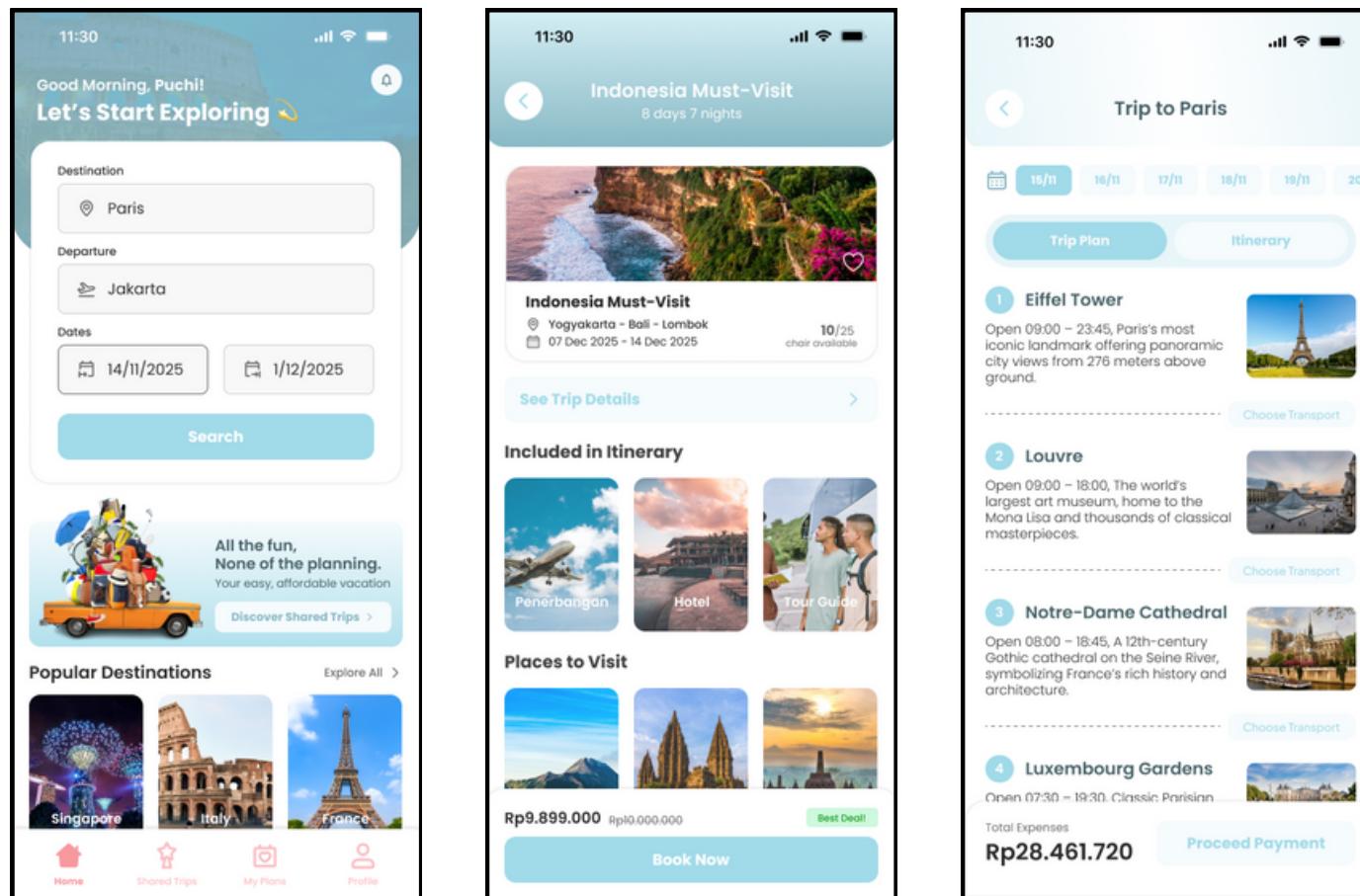
Product Manager, UX Researcher,
and UI Designer

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

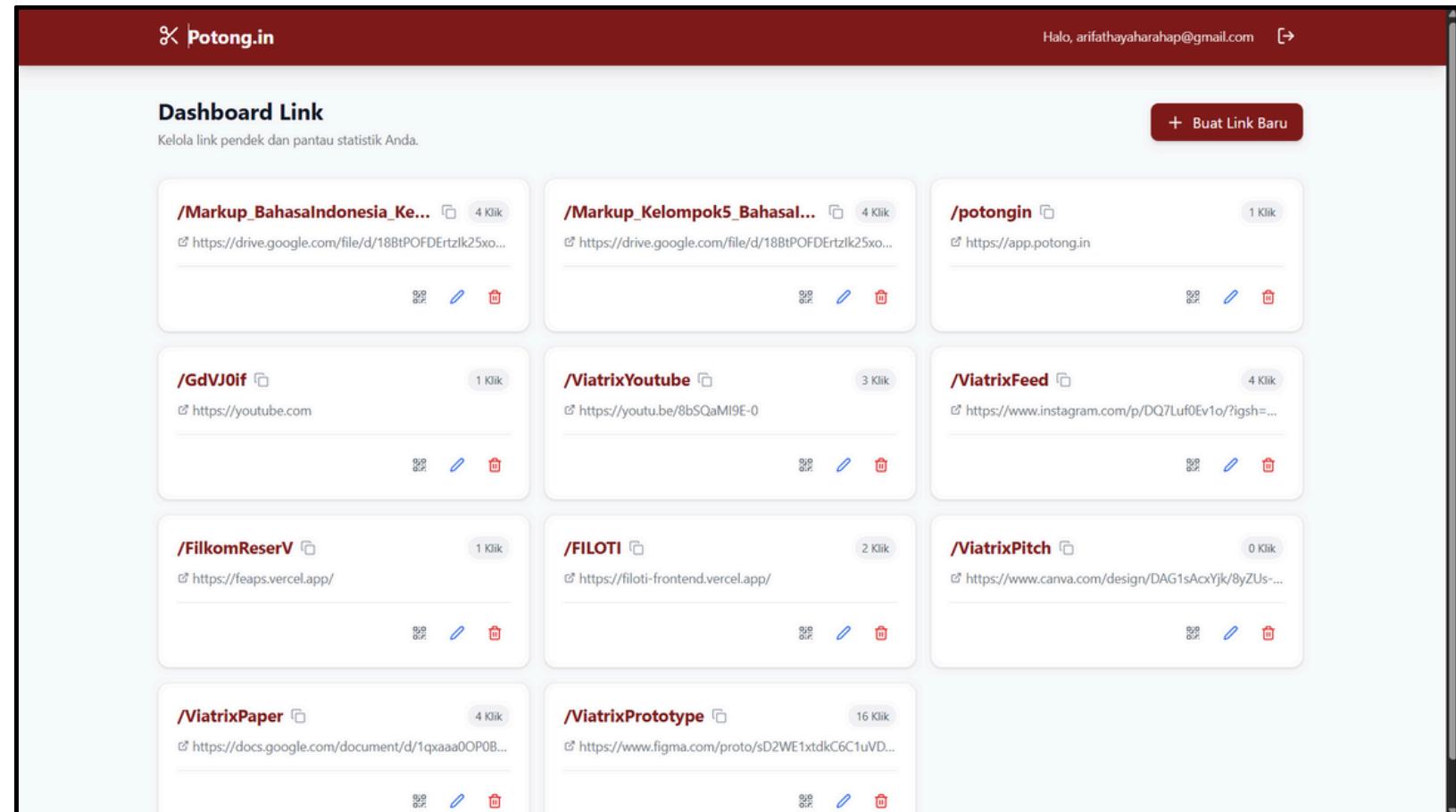
Role/Position
Product Manager & Backend Developer

Publication Link
<https://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.

Project 4



The screenshot shows the Potong.in dashboard. At the top, there's a header bar with the Potong.in logo, a search bar, and a user profile section. Below the header is a title 'Dashboard Link' and a subtitle 'Kelola link pendek dan pantau statistik Anda.' To the right of the title is a red button labeled '+ Buat Link Baru'. The main area contains a grid of nine cards, each representing a shortened URL:

- /Markup_BahasaIndonesia_Ke...** (4 Klik) - https://drive.google.com/file/d/18BtPOFDERTzlk25xo...
- /Markup_Kelompok5_Bahasa...** (4 Klik) - https://drive.google.com/file/d/18BtPOFDERTzlk25xo...
- /potongin** (1 Klik) - https://app.potong.in
- /GdVJ0if** (1 Klik) - https://youtube.com
- /MatrixYoutube** (3 Klik) - https://youtu.be/8bSQaMI9E-0
- /MatrixFed...** (4 Klik) - https://www.instagram.com/p/DQ7Luf0Ev1o/?igsh=...
- /FilkomReserV** (1 Klik) - https://feaps.vercel.app/
- /FILOTI** (2 Klik) - https://filoti-frontend.vercel.app/
- /MatrixPitch** (0 Klik) - https://www.canva.com/design/DAG1sAcyjk/8yZUs-...
- /MatrixPaper** (4 Klik) - https://docs.google.com/document/d/1qxaaa0OP0B...
- /MatrixPrototype** (16 Klik) - https://www.figma.com/proto/sD2WE1xtdkC6C1uVD...

Each card includes icons for copy, edit, and delete.

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Artwork/Project Title
Lawyer-Instruct-Translated-ID

Year Accomplished
2025

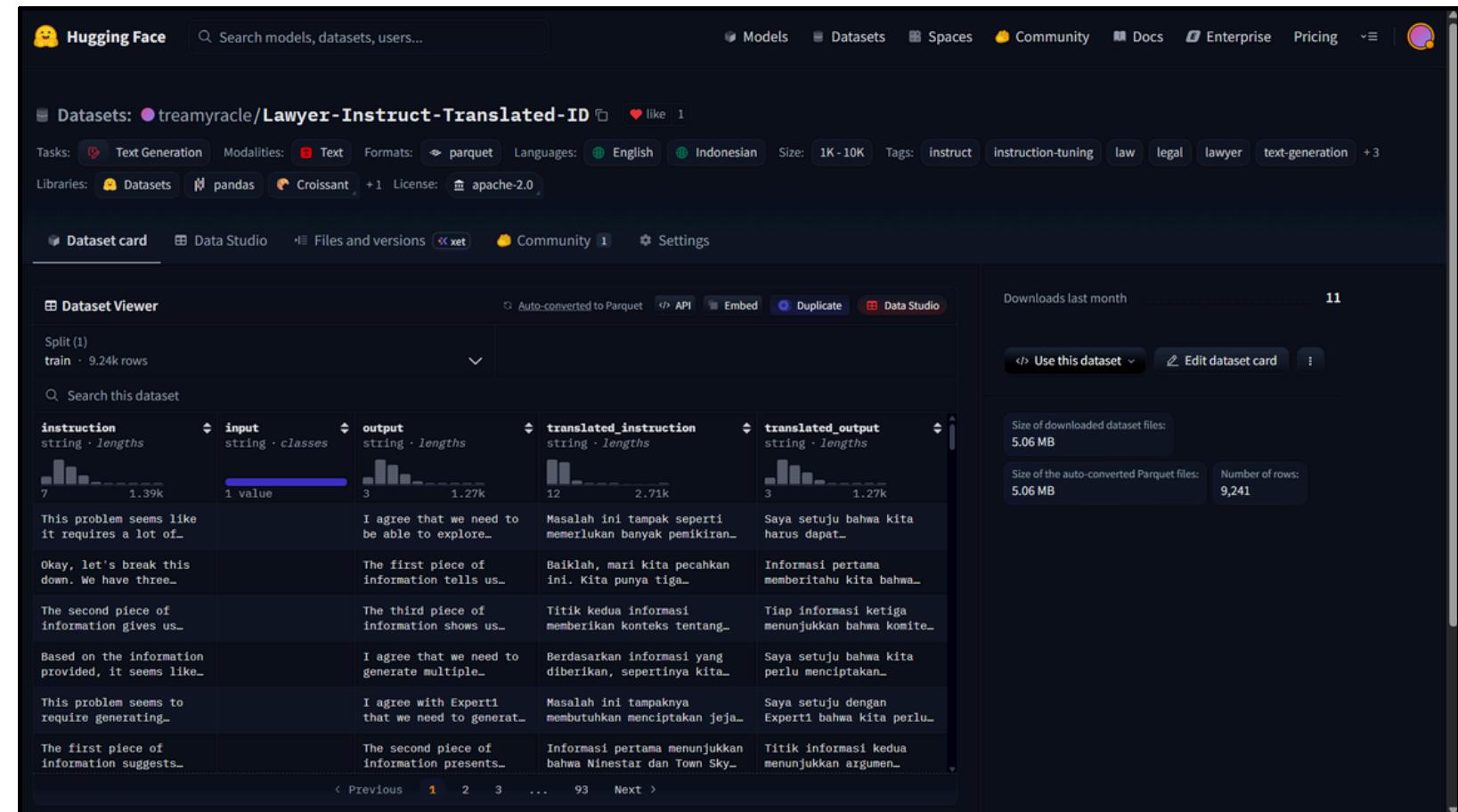
Project 5

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
Online Gambling Awareness Dataset

Year Accomplished
2025

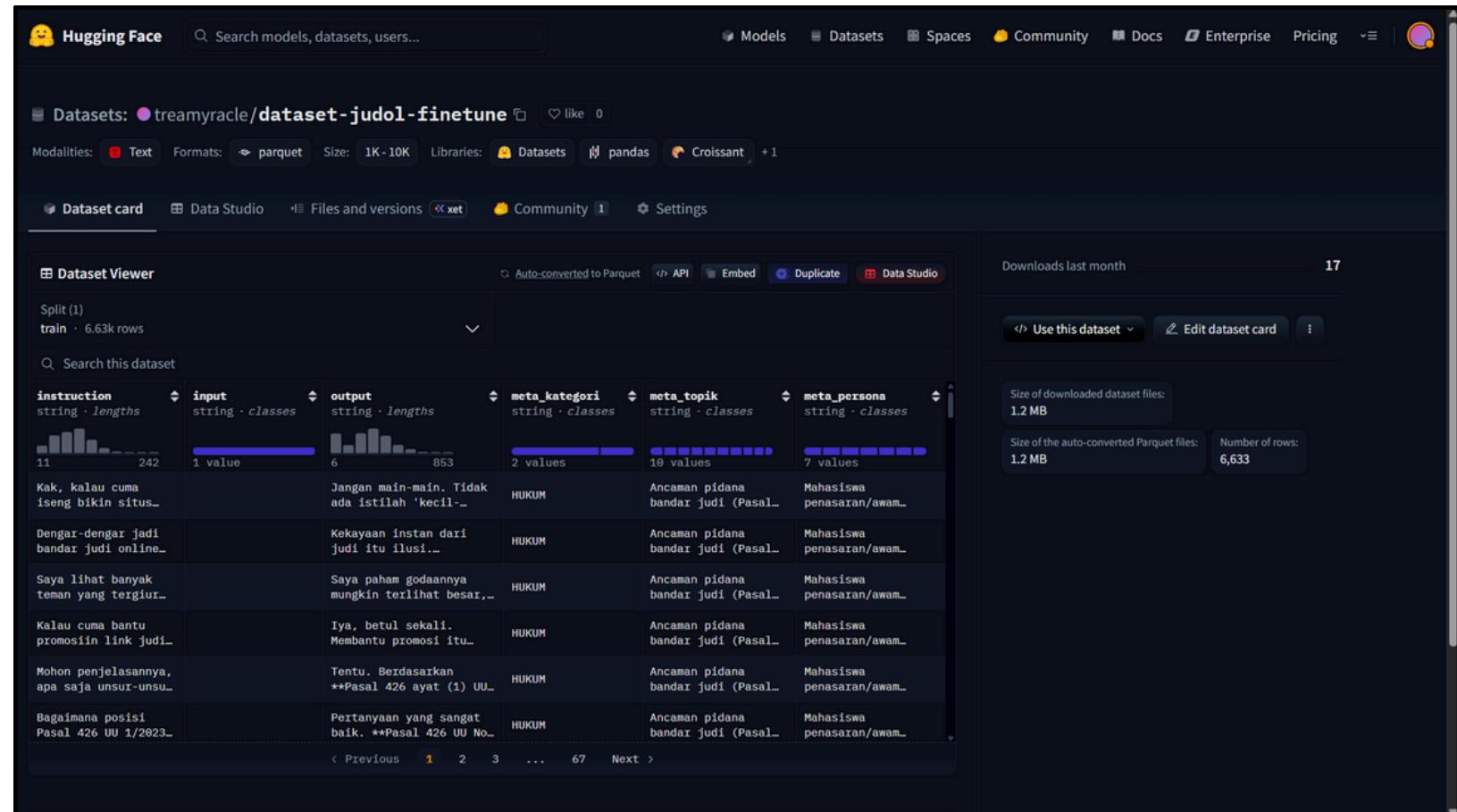
Artwork/Project Description

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.

Project 6

Role/Position
AI Researcher & Data Engineer

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



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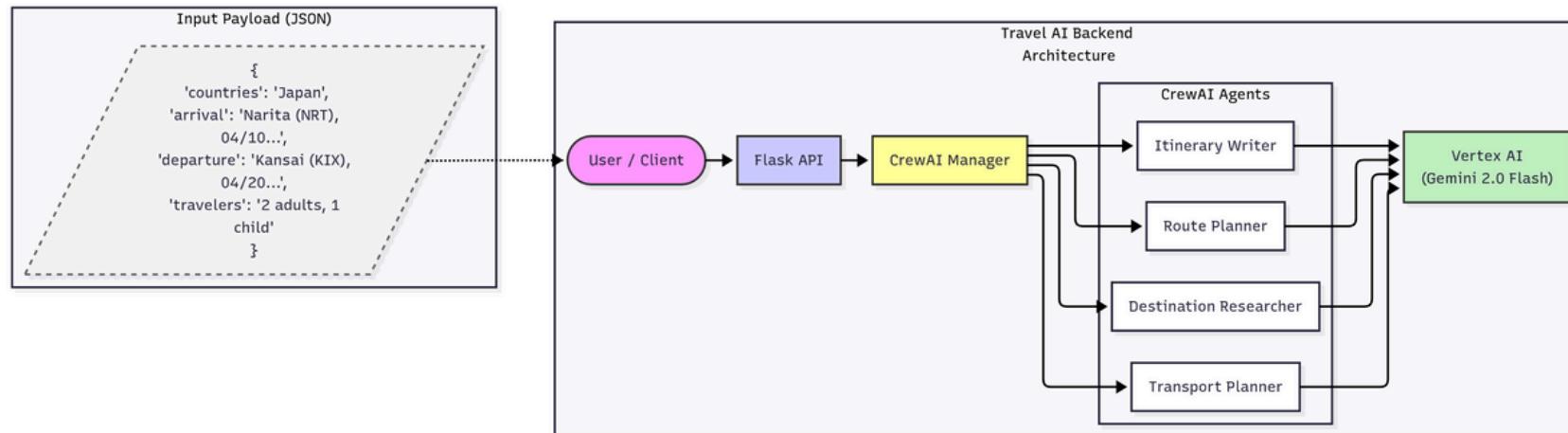
Artwork/Project Title
Multi-Agent Itinerary Planner

Year Accomplished
2025

Role/Position
AI Engineer & Backend Developer

Publication Link
https://github.com/Treamyoracle/GSC2025_SPS

Project 7



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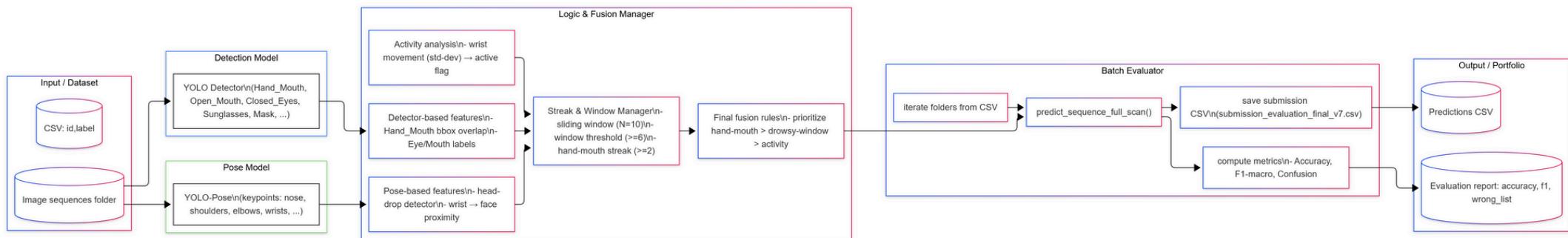
Artwork/Project Title
Drowsiness Detection Model

Year Accomplished
2025

Role/Position
AI Engineer & Data Engineer

Project 8

Publication Link
https://huggingface.co/spaces/tre_amyracl/drowsiness-detector



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