

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.

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	---	---	<input type="text"/>
Pilih tanggal peminjaman		Pilih waktu mulai peminjaman	
		Pilih waktu selesai peminjaman	
		Tentukan jumlah orang	
<input type="button" value="Cari"/>			

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 of 7

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' form on 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 area has the following fields:

- Report Type:** A dropdown menu with the placeholder 'Select an Option'.
- What item?**: A text input field with the placeholder 'e.g., Brown leather wallet'.
- Item Description:** A text area with the placeholder 'Describe the item in detail...'.
- Location:** A text input field with the placeholder 'Pilih Lokasi'.
- Photos (Optional):** A dashed rectangular area with the placeholder '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

Year Accomplished
2025

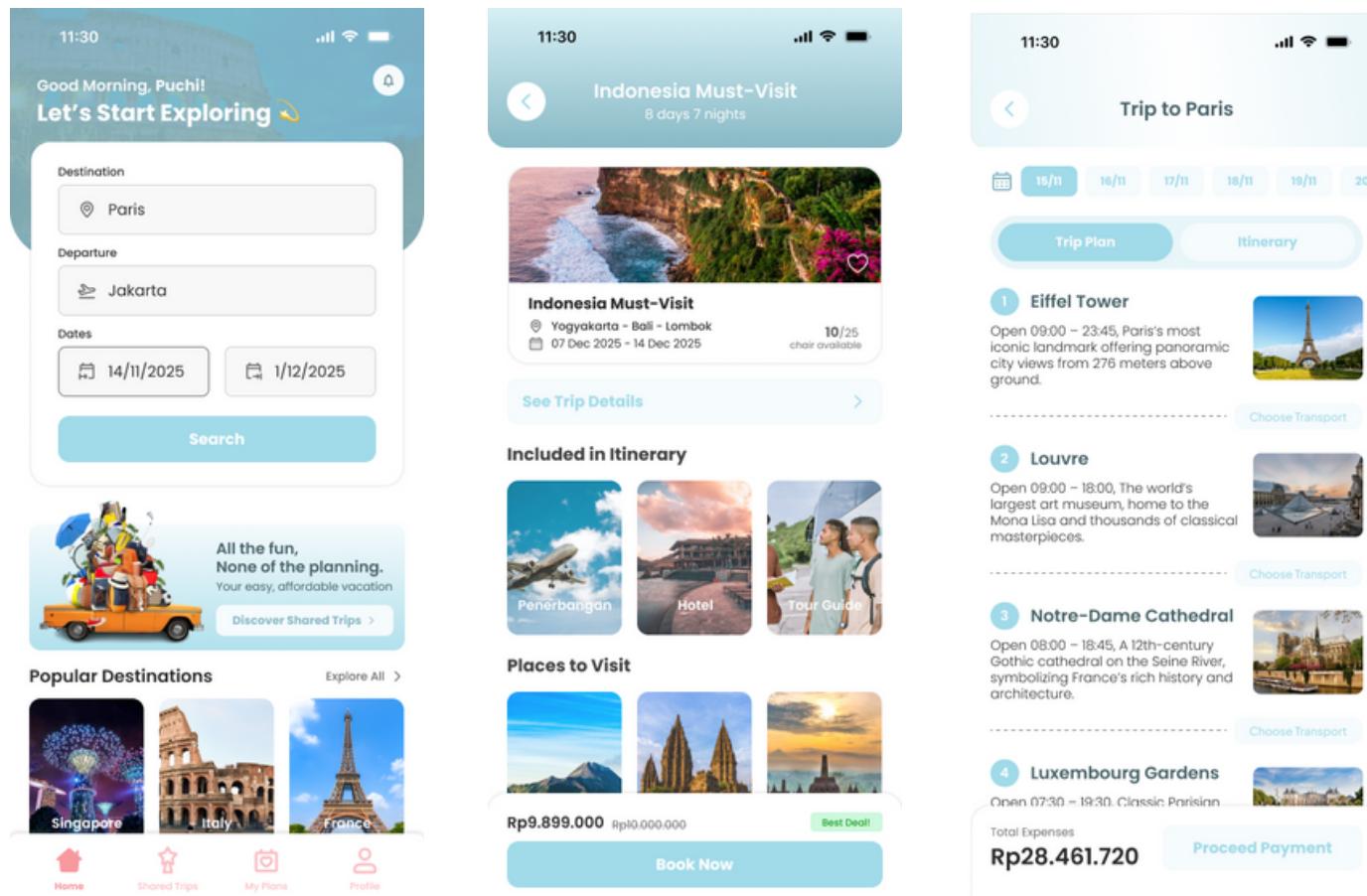
Role/Position
Product Manager, UX Researcher,
and UI Designer

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.

Project 3 of 7



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Artwork/Project Title
POTONGIN

Year Accomplished
2025

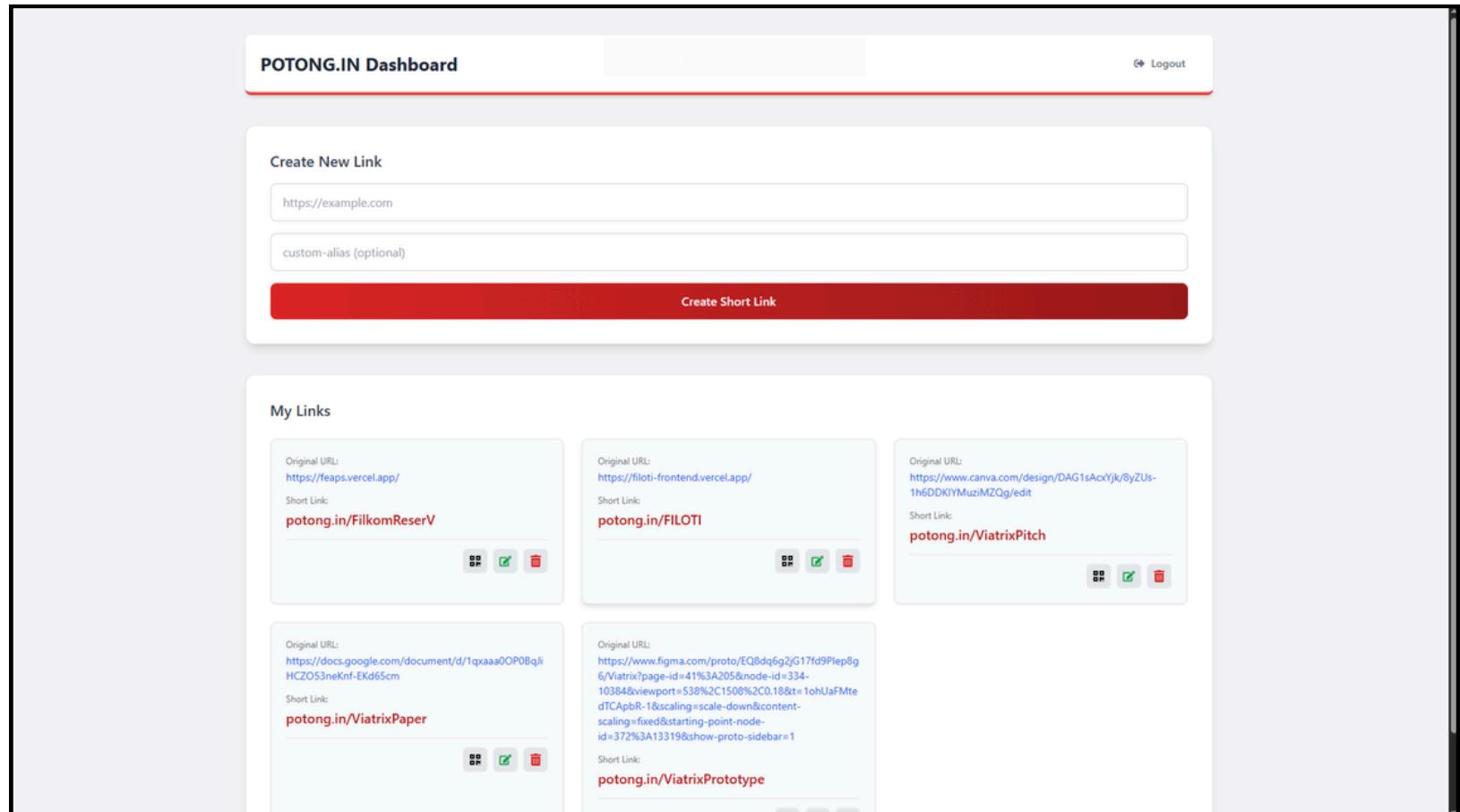
Role/Position
Product Manager & Backend Developer

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 of 7



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Artwork/Project Title
Lawyer-Instruct-Translated-ID

Year Accomplished
2025

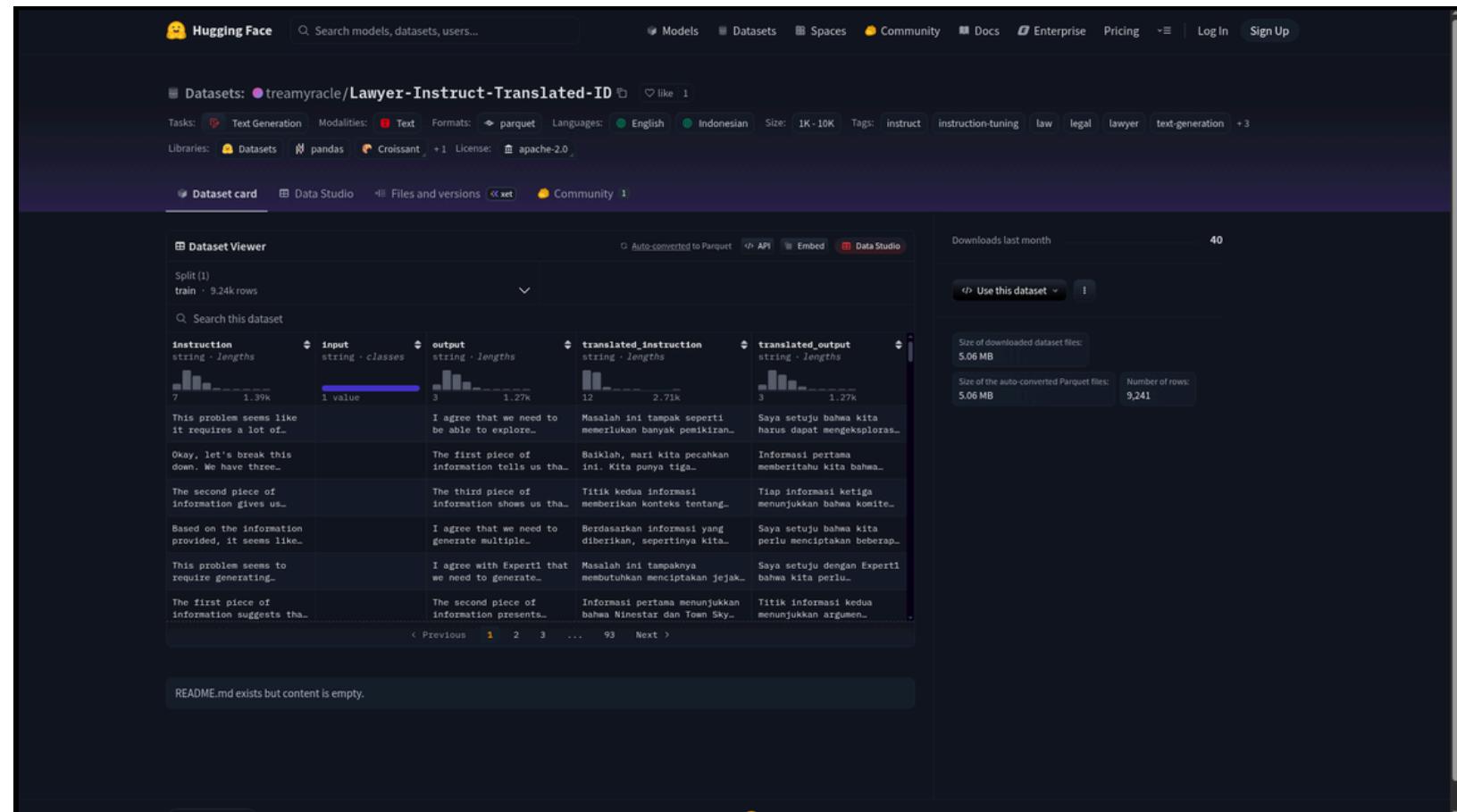
Role/Position
AI Researcher & Data Engineer

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

Project 5 of 7

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

Role/Position

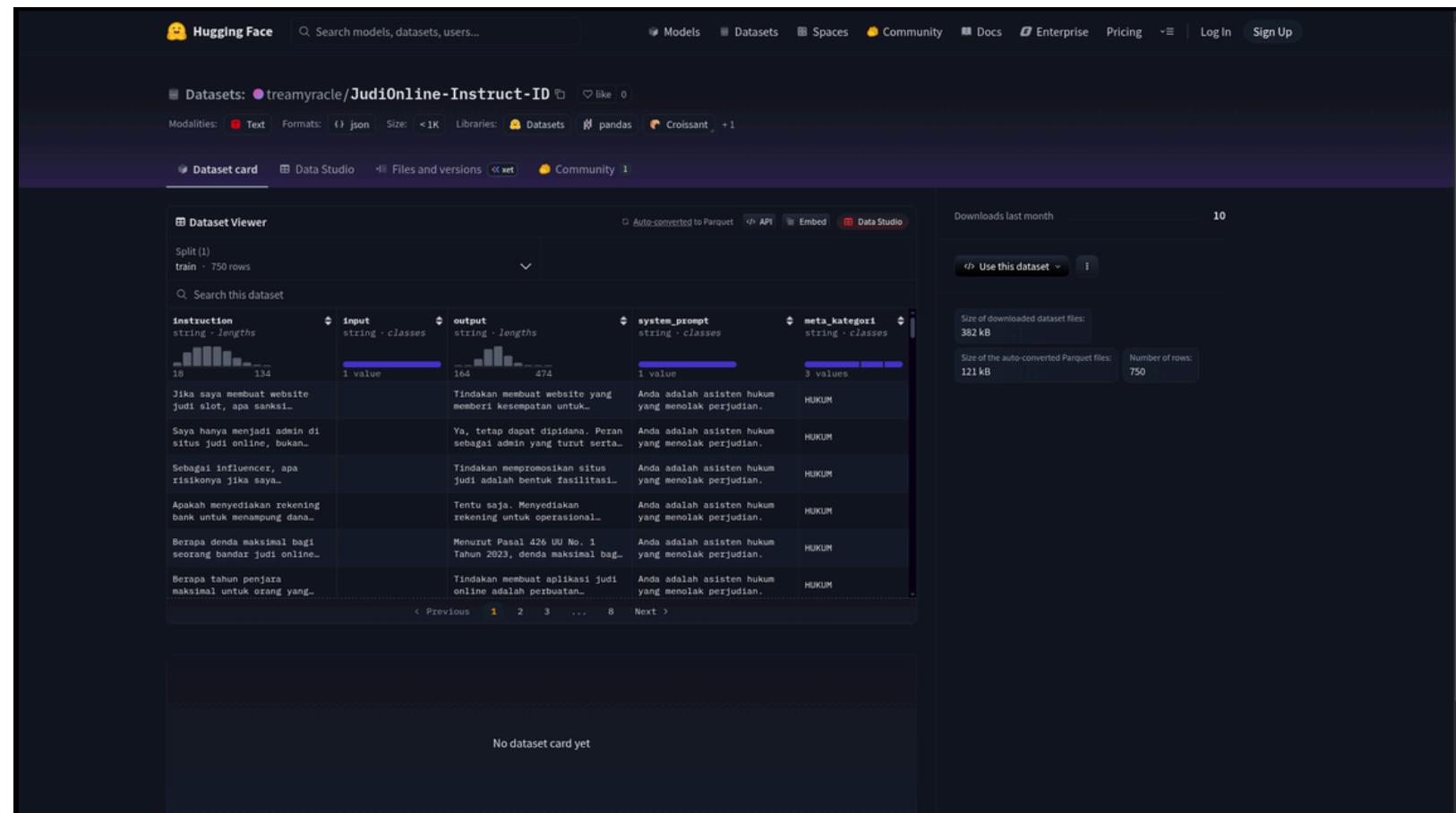
AI Researcher & Data Engineer

Publication Link

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

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.

**Name**

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Artwork/Project Title
Multi-Agent Itinerary Planner

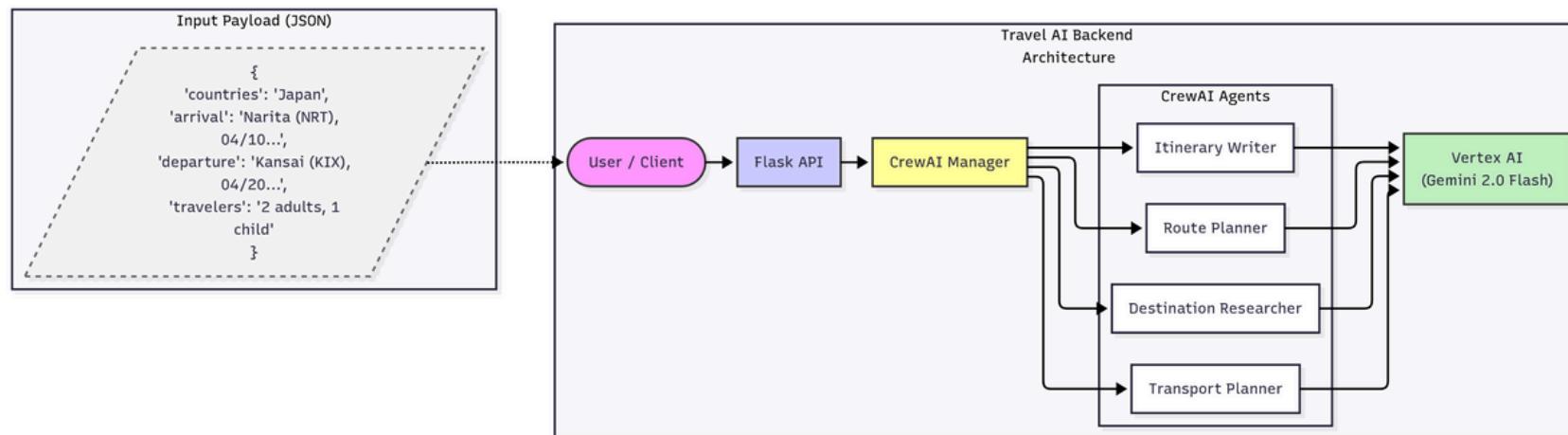
Year Accomplished
2025

Role/Position
AI Engineer & Backend Developer

Project 7 of 7

Artwork/Project Description
A sophisticated backend API built with Flask and CrewAI that orchestrates an autonomous multi-agent system for travel planning. Leveraging Google Vertex AI (Gemini 2.0 Flash), the system coordinates specialized agents including Route Planners, Transport Researchers, and Itinerary Writers to autonomously generate comprehensive, structured travel itineraries from raw user inputs. The infrastructure is containerized and deployed on Google Cloud Run (no longer deployed as I ran out of free credits) for serverless scalability.

Publication Link



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