

# Anthony Bolivar

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## EDUCATION

### Colgate University

*B.A. in Computer Science & Mathematics*

Hamilton, NY

Aug. 2024 – Dec. 2027

## EXPERIENCE

### Software Engineering Intern (Infrastructure & Automation)

Jun. 2025 – Aug. 2025

*BMO Financial Group*

*New York, NY*

- Designed and implemented Python and PowerShell automation pipelines for service restarts, health checks, and log collection, reducing manual resolution time by **50%+**.
- Engineered automated Active Directory provisioning workflows supporting **1,500+ accounts**, cutting setup time by **80%** and errors by **90%**.
- Developed and deployed SCCM monitoring and rollout scripts, increasing deployment success from **82% to 97%** across **3,000+ endpoints**.
- Built SysTrack dashboards to monitor **10,000+ production devices**, reducing troubleshooting time by **40%**.
- Integrated CyberArk privileged-access workflows to automate credential rotation and access provisioning, saving **25+ hours/month**.
- Integrated ServiceNow REST APIs to implement automated incident logging and escalation, reducing incident resolution time by **15%**.
- Designed automations with idempotency and failure handling to safely operate across thousands of production endpoints.
- Tech stack: Python, PowerShell, REST APIs, Active Directory, SCCM, ServiceNow, Windows infrastructure.

### Information Technology Intern (Software Development)

Jun. 2024 – Aug. 2024

*Montgomery Independent School District*

*Montgomery, TX*

- Scripted imaging and configuration pipelines for **500+ endpoints**, reducing setup time from **45 to 25 minutes**.
- Built Python and Bash inventory utilities, cutting configuration errors by **70%**.
- Supported district infrastructure serving **5,000+ students and staff** during large-scale summer rollouts.

## PROJECTS

### Unicraft | TypeScript, Node.js, REST APIs, Multiplayer Systems

2025 – Present

- Founded and engineered a multiplayer virtual education platform enabling colleges to host interactive campus tours in a simulated environment.
- Designed and implemented backend services exposing REST APIs to manage authentication, user sessions, and tour state across concurrent participants.
- Built server-side application logic in TypeScript with an emphasis on modularity, scalability, and fault tolerance.
- Coordinated real-time user interactions within shared virtual spaces, ensuring consistent state synchronization across clients.
- Led technical direction for a small engineering team, overseeing architecture decisions, feature planning, and code reviews.

### Spotify Popularity Prediction | Python, PyTorch, pandas, Kaggle

Apr. 2025 – May 2025

- Trained PyTorch models on **160K+ Spotify tracks**, improving prediction accuracy by **18%** over baseline.
- Optimized preprocessing and feature pipelines, reducing training runtime from **2.5 hours to 45 minutes**.

### Business Professionals of America – Game Development Team | Java, LibGDX, Gradle, Git

Sept. 2021 – Apr. 2024

- Collaborated on a four-person team to design and build three full-stack Java games.
- Placed in the **top 5% nationally** in competitive programming events.

## TECHNICAL SKILLS

**Languages:** Python, Java, PowerShell, Bash, TypeScript, R

**ML & Data:** PyTorch, pandas, NumPy, scikit-learn

**Systems & Infrastructure:** Active Directory, SCCM, CyberArk, ServiceNow, SysTrack

**Tools:** Git, Docker, Kaggle, Hugging Face, Microsoft Office

**Spoken Languages:** English, Spanish