

CALVIN FIIFI ANDOH

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EDUCATION

Princeton University

B.S.E. Computer Engineering (Minor: Computer Science)

Jul 2023 – May 2027

Princeton, NJ

TECHNICAL SKILLS

Languages: Java, Kotlin, Python, C++, Go, Swift, JavaScript, HTML/CSS, R

Frameworks: Flutter, Web3, JetPack Compose, SwiftUI, React

Developer Tools: MySQL, MongoDB, AWS, Linux, Git, Figma, CursorAI, Rabbit MQ

EXPERIENCE

Google LLC

May 2025 – Aug 2025

Software Engineering Intern - *Google Earth AI Team*

New York, NY

- Developed an end-to-end AI-powered slideshow generation feature for Google Earth by leveraging the **Gemini** framework and integrating multiple Google products across 3 stacks: LLM (**C++**), Backend (**Kotlin**), and Frontend (**Flutter**).
- Extended **Earth AI Agent** by implementing new tool code, updating system prompts and configurations to enable slideshow generation with dynamic Google Search knowledge base and Earth geometries. Conducted evaluation cases to validate expanded tool coverage.
- Optimized Agent tool implementation, reducing error rates from **15%** to **5%** and resolving latency bottlenecks, significantly improving Earth AI agent reliability and performance.

QuantCap LLC

Dec 2024 – Jan 2025

Quantitative Research & Software Engineering Extern

Cambridge, MA

- Engineered end-to-end data pipelines in **Python** and **C++** to ingest, clean, and preprocess over 10GB+ of stock market and horse racing datasets.
- Developed and fine-tuned gradient-boosted decision trees (**XGBoost**, **LightGBM**) that achieved **10-15%** lower mean absolute error (MAE) compared to baseline models and enabled more accurate forecasts for simulated financial and betting markets.

Google LLC

May 2024 – Aug 2024

Software Engineering (STEP) Intern - *Fitbit Android Team*

Mountain View, CA

- Integrated a scalable logging API to track user interactions within the Fitbit Android App across **5M+** users, enabling research-driven UX improvements and contributing to an **80%** increase in satisfaction metrics.
- Developed an auto-deletion system for shared images post-upload, optimizing device storage and improving app performance on resource-constrained devices.

Vodafone Ghana

May 2023 – Jul 2023

Software Engineering Intern - *Data Infrastructure Team*

Accra, Ghana

- Developed a **Python**-based advanced web scraping system integrating Google and Census APIs, and designed a multi-tier **MySQL** database with a **React UI** for seamless data retrieval and visualization.

PROJECTS

CanineAI | Dart, Python, Kotlin

github.com/cfandoh123/CanineAI

- Developed a cross-platform mobile app using **Flutter** & **TensorFlow** that accurately classifies dog breeds in real time.
- Engineered an intuitive user interface that enables users to instantly identify dog breeds from photos taken or uploaded within the app.

ParceFlyte | JavaScript, TailWind CSS, MongoDB, Python, Auth0

github.com/cfandoh123/ParceFlyte

- Collaborated in a 3-member team to develop a secure, peer-to-peer parcel delivery web application to facilitate cost-effective and eco-friendly cross-border shipments. **Won** best use of **Auth0** category in the hackathon.
- Designed and implemented key features such as travel itinerary matching, user verification (KYC), parcel tracking, and secure digital payments.

FraudGuard | Java, JavaScript

github.com/cfandoh123/FraudGuard

- Developed an Android application for detecting fraudulent credit card transactions that features a user-friendly interface to visualize fraud insights and transaction trends.

EXTRACURRICULARS

- McGraw Center for Teaching & Learning**, *Tutor*: Provide peer tutoring in the full Calculus (I-III) and Data Structures & Algorithms (DSA) sequences.
- National Society of Black Engineers - Princeton University Chapter**, *Website & Gear Chair*: Manage chapter's website, design and coordinate gear for members.