

Ryan Afshar

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EDUCATION

California State University Fullerton

Fullerton, California

B.S. in Computer Science

Expected Graduation, Fall 2026

- o **Concentrations:** CyberSecurity
- o **Related Coursework:** Discrete Mathematics, Objects & Design, Computer Organization & Programming, Artificial Intelligence, Object-Oriented Programming, Statistics & Applications, Intro to CyberSecurity

EXPERIENCE

Target

Aliso Viejo, California

Point-of-Sale Attendant

May 2023 – August 2023

- Processed customer transactions efficiently, accurately handling cash, credit, debit, and gift card payments while maintaining excellent service standards
- Assisted customers with product inquiries, returns, and exchanges to ensure a positive shopping experience
- Balanced register drawers at the beginning and end of shifts, consistently reconciling cash totals with high accuracy
- Collaborated with team members on restocking and maintaining front-end displays to improve customer flow and store presentation
- Supported store loss prevention efforts by verifying purchases and monitoring for discrepancies

Orange County Irvine Goshin Kai

Irvine, California

Volunteer Instructor

Dec 2016 – March 2020

- Instructed classes of 25–35 students, adapting lesson plans for different skill levels and learning styles
- Mentored younger students to build confidence, focus, and discipline through structured training
- Coordinated with other instructors to manage class flow and ensure a safe, productive environment

PROJECTS

Unity Game Prototype

Anaheim, California

Developer

May 2025 – Ongoing

- Designing and prototyping a cooperative survival horror game using Unity and C#
- Implemented basic player movement, collision detection, and interactive environment mechanics
- [Ongoing] Expanding features to include AI-driven enemies, environmental triggers, and multiplayer functionality

Personal Portfolio Website

Anaheim, California

Developer

July 2025 – August 2025

- Building a fully responsive portfolio site using **HTML5, CSS3 (Flexbox / Grid), and vanilla JavaScript**
- Implementing smooth scrolling, section navigation, and animated transitions between homepage, about, projects, and contact sections
- Designing a projects gallery interface that filters and sorts by technology, with modal pop-ups for more details
- Integrating a contact form with form validation and email submission (e.g., via a backend endpoint or serverless function)
- Ensuring mobile-first, cross-browser compatibility and accessibility (ARIA tags, semantic HTML)

Password Security Toolkit

Anaheim, California

Developer

August 2025 – Ongoing

- Implementing a Python-based tool to analyze password strength using entropy calculations and dictionary attack simulations
- Built brute-force estimation models to show crack times under different hashing algorithms (MD5, SHA-256, bcrypt)
- [Ongoing] Expanding with a GUI interface and report generation for educational use

ACTIVITIES AND LEADERSHIP

Volunteer Instructor, Martial Arts Dojo

Black Belt

Irvine, California

Dec 2016 – March 2020

- *Taught classes as a black belt, mentoring younger students and building teamwork, focus, and discipline.*

HackDavis 2026 (Planned)

Davis, California

- Preparing to collaborate on a 24-hour hackathon project with a focus on cybersecurity and web development.

TryHackMe

Anaheim, California

May 2025 – Ongoing

- Completing hands-on labs and Capture-the-Flag exercises covering penetration testing, web exploitation, and network security.

SKILLS

Programming Languages: Java, Python, C++, (Learning: JavaScript, HTML/CSS)

CyberSecurity Tools: Wireshark, Hashcat, nmap (Planned), TryHackMe

Databases: SQL, DynamoDB (exposure)

Frameworks & Libraries: Node.js (basic), React.js (learning), Unity (C#)

Cloud & DevOps: AWS (S3, Lambda, EC2 basics), Git, GitHub, GCP

Environments & Tools: Linux/Unix, VS Code, IntelliJ, PyCharm, Jupyter Notebooks