

Ryan Afshar

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SUMMARY

Computer Science student with a strong foundation in programming and a security-minded approach to problem solving. I'm highly self-driven and continuously learning/regularly updating my skills through hands-on practice, new tools, and focused study to stay current. Known for being disciplined, reliable, and easy to work with, I'm seeking an internship where I can contribute, learn fast, and grow under experienced engineers.

PROJECTS

Unity Game Prototype

Developer

Anaheim, California

May 2025 – Ongoing

- Designed a cooperative survival-horror prototype in Unity (C#) with a modular architecture to support rapid iteration
- Built a reusable player controller system (movement, collisions, interaction prompts) structured for future mechanics and abilities
- Implemented environment interaction logic using triggers and state changes to support scripted events and repeatable encounters
- **[Ongoing]** Developing enemy AI and early multiplayer foundations (networked player state synchronization) while keeping systems decoupled

[Personal Portfolio Website](#)

Developer

Anaheim, California

July 2025 – Ongoing

- Developed a responsive, mobile-first portfolio site using semantic HTML and modern CSS layout (Flexbox/Grid)
- Implemented navigation and UI behavior in vanilla JavaScript (smooth scrolling, section routing, animated transitions)
- Built a projects gallery with filtering/sorting to improve discoverability as the project list grows
- **[Ongoing]** Integrating a contact form with validation and email submission (backend endpoint/serverless), prioritizing accessibility and cross-browser support

Crypto Tool – C++ Encryption Program

Developer

Anaheim, California

October 2025 – Ongoing

- Built a C++ command-line tool to encrypt/decrypt text files, applying character manipulation and file I/O with clear separation of concerns
- Implemented configurable Caesar-style shifting with key input, including predictable handling of wraparound and non-letter characters
- Designed a CLI workflow (mode selection, key entry, file path validation) to make runs repeatable and user-friendly
- **[Ongoing]** Adding file integrity verification (hashing) and stronger encryption options using a vetted cryptography library

Home Lab Server (Ubuntu Server / Homelab)

Developer / Administrator

Anaheim, California

December 2025 – Ongoing

- Built an Ubuntu Server homelab to strengthen hands-on systems administration and networking fundamentals
Configured secure remote administration practices (SSH hardening, firewall rules, least privilege) to reduce attack surface
- Created an isolated environment for cybersecurity practice using VMs/containers, emphasizing segmentation to avoid unintended exposure
- **[Ongoing]** Implementing monitoring and automated backups, and planning controlled remote access via VPN before any public exposure

EDUCATION

California State University Fullerton

B.S. in Computer Science

Fullerton, California

Expected Graduation, Fall 2026

Cybersecurity Concentration

- **Related Coursework:** Data Structures & Algorithms, Discrete Mathematics, Linear Algebra, Computer Organization & Programming, Object-Oriented Programming, Objects & Design, Artificial Intelligence, Statistics & Applications, Intro to Cybersecurity, Web Security
- **Focus Areas:** Secure software development, network/web application security fundamentals, and building strong CS foundations for security engineering roles
- **Technical Development:** Building a portfolio of security-focused and systems projects alongside coursework (homelab, C++ crypto tool, web development)
- **Campus Involvement:** Offensive Security Society (OSS) (*Planned*) — Spring 2026

ACTIVITIES AND LEADERSHIP

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.

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.*

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

EXPERIENCE

Target

Point-of-Sale Attendant

Aliso Viejo, California

May 2023 – August 2023

- Processed high-volume customer transactions with consistent accuracy across cash, credit/debit, and gift card payments
- Resolved customer requests including product questions, returns, and exchanges while maintaining service standards
- Reconciled register drawers and supported loss-prevention checks; assisted with front-end restocking to improve customer flow

Orange County Irvine Goshin Kai

Volunteer Instructor

Irvine, California

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