Ryan Alport

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Education

B.S. in Computer Science - New Jersey Institute of Technology — Newark, NJ | May 2027

Data Structures & Algorithms, Operating Systems, Computer Networks, Discrete Math, Linear Algebra

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Skills

C, x86 Assembly, Python, PHP, JavaScript/TypeScript, Linux, Git, SQL, OpenGL, PyTorch

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Experience

Ezcaptain.com | *Founder/Developer* — *August 2025 - Present*

Built and operate a SaaS platform for Coast Guard compliant maritime schools handling enrollment, payments, student records, document generation, examinations, and administrative workflows.

Alport Technologies | *AI integration consultant* — *April 2026 - Present*

Advised software teams on adoption of Cursor, Claude Code, and Codex, and designed AI features integrating with existing products and services.

Fivebase | *Software Engineer* — *May - September 2025*

Built Python APIs for AI transcription and diarization in group therapy, reducing API expenses by ~85% by rebuilding Google Cloud AI tools with open-source models.

MTF Biologics | *Process Engineering Intern* — *May - September 2024*

Optimized workflows and machinery for a core product line leading to a 2.5x production increase and automated engineering tasks across the department using Python data manipulation tools.

Projects

Tiny HTTP Server - written from scratch in C, using custom allocators, concurrent queues, highly cache friendly data structures, up to ~8x Apache throughput in limited benchmarks.

Whoscooking.live - competitive coding platform that integrates with GitHub activity to aggregate daily leaderboards. Built with Express, Vercel, Supabase, then rewritten as a single C binary for ~100x speedup.

Multiplayer Game Engine - Game engine written in C using OpenGL, implements HTTP and WebSockets allowing an arbitrary number of mobile devices to connect and send controller data.

Baby Language Model - Tiny language model implemented and trained entirely from scratch in C on a corpus of exclusively Dr. Seuss. Implemented without ML libraries or frameworks.

Neural Physics Engine - Experimental neural replacement for a voxel physics engine with tiny models and an inference engine written in C using aggressive SIMD optimization.

Ryanhub.org - Self hosted developer platform combining a Git remote manager, portfolio, project hosting, cloud storage, and dev tools.

Y86-64-IDE - Parser, assembler and execution environment for the Y86-64 instruction set, written from scratch in C.

Extracurriculars

Founder & President | *IHEARTCOMPUTER CLUB* — *January 2025 - Present*

Founded and lead a ~100-member computing club focused on building and presenting technical projects in systems, AI, graphics, and security. Recognized by NJIT's ACM chapter.

Senior Hacker | *NJIT Information & Cybersecurity Club* — *September - May 2025*

Wrote and presented lessons on binary exploitation, memory corruption, reverse engineering, and low-level execution. Also developed and tested challenges for CTF competitions.

Tech Director | *Google Developer Club @ NJIT* — *September - December 2025*

Built and presented workshops on application development using Firebase and other Google tools, demonstrating authentication, databases, hosting, and more.