

Star Wars CCG Players Committee

Organization Chart

	Greg Zinn Rules Advocate <i>Gergall</i> rules@starwarsccg.org		Adam Fletcher Technology Advocate <i>Echo Base Trooper</i> technology@starwarsccg.org		Jared Napolitano Marketing Advocate <i>Jnapolit31</i> marketing@starwarsccg.org			Chris Kelly Design Advocate <i>chriskelly</i> design@starwarsccg.org		Chris Schoenthal Tournament Advocate <i>imrahil327</i> tournaments@starwarsccg.org		Keith Brown Communications Advocate <i>darkjedi11</i> communications@starwarsccg.org	
Sub-teams:													
GEMP Slicers	Devon Hubner Infrastructure Operations <i>DevoKun</i>	Chris Menzel Prize Support Lead <i>Shadow 14</i>	Dan Tartaglione Stream Team Lead, Holotheatre <i>DTartagOne</i>	Proofing	Playtesting	PCD	Graphics	CBT	D&D	Chris Gogolen Tournament Cmte., MPC, OCS <i>gogolen</i>	Tamas Papp “Euro Emperor” <i>Yoda007</i>	Jerry Heine Lead Forums Moderator <i>quesosauce37</i>	
Tim Simon Rules Team Member <i>Aglets</i>	Jeremy DiPaolo Lead GEMP Slicer <i>jdpao1</i>	Stephen Fulner Rules Team Member <i>fungineer</i>	Jim Li GEMP Slicer <i>jimili</i>	Joel Cooper Scomp Link Access Manager <i>sdpsc</i>	Kevin Jaap Prize Support <i>Darth Eweuge</i>	James Martin Social Media Lead, Donations <i>Solidsnack3</i>	Chris Hull Lead Proofer <i>jokerking</i>	Hayes Hunter Playtesting Lead <i>Hayes</i>	Stephen Fulner Player Card Development Lead <i>fungineer</i>	Christian Knudsen Graphics Lead <i>chrknudsen</i>	Jarad Konsker Competitive Balance Team Lead <i>JarJarDrinks</i>	Ryan Jellison Design & Development <i>sac89837</i>	
Stephen Fulner Rules Team Member <i>fungineer</i>	Jim Li GEMP Slicer <i>jimili</i>	Joel Cooper Scomp Link Access Manager <i>sdpsc</i>	Kevin Jaap Prize Support <i>Darth Eweuge</i>	James Martin Social Media Lead, Donations <i>Solidsnack3</i>	Greg Zinn Proofing Team <i>Gergall</i>	Playtesting Team ~40 Members	Andrew Moss Player Card Development <i>Wend</i>	Chris Menzel Graphics Team <i>Shadow 14</i>	Competitive Balance Team ~14 Members	Justin Desai Design & Development <i>allstarz97</i>	Bill Kafer Tournament Committee, MPC <i>TacoBill</i>	Justin Miyashiro Tournament Committee <i>Hazardville</i>	Garrett Larson Forums Moderator <i>deadbody</i>
Matt Carulli Forums Administration <i>quickdraw3457</i>	Jason Riendeau GEMP Slicer <i>Apollyon</i>	Scott Atkins Comlink App, Developer & Admin. <i>scottrick49</i>	Bryan Schnorbus Mailing Team <i>schnorb2</i>	Joe Olson Newsletter Administrator <i>arebelspy</i>	Adam Fletcher Proofing Team <i>Echo Base Trooper</i>	Lynden Pater Proofing Team <i>ideatrack</i>	Matt Lutz Player Card Development <i>CRG</i>	Ming Huo Graphics Team <i>mingtown</i>	Matthew Harrison-Trainor Design & Development <i>Blarg</i>	Casey Anis Tournament Committee <i>spideyguy0</i>	Garrett Larson Tournament Committee <i>deadbody</i>	Kyle Krueger Forums Moderator <i>Meto</i>	
Andrew Bender GEMP Slicer <i>adamanthil</i>	Justin Carulli GEMP Slicer <i>karrde225</i>	Eric Lanz Epic Duel Dev. (“New GEMP UI”) <i>elanz</i>	Jeffrey Johns Prize Support <i>jademasters</i>	Casey Anis Facebook Group Lead Moderator <i>spideyguy0</i>	Joel Cooper Proofing Team <i>sdpsc</i>	Stephen Morgan Proofing Team <i>stephengascrub</i>	Paul McPherson Player Card Development <i>Paul McPherson</i>	Kevin Jaap Graphics Team <i>Darth Eweuge</i>	Christopher Knight Graphics Team <i>cedron</i>	Drew Lichtenstein Design & Development <i>CoffeePass</i>	Justin Desai Tournament Committee <i>allstarz97</i>	Tom Kelly Tournament Committee <i>WiseMarsellus</i>	Tom Kelly Forums Moderator <i>WiseMarsellus</i>
Kevin Standridge GEMP Bots Admin <i>laforge27</i>	Tom Marlin GEMP Slicer, vKit, JSON, Scomp Link <i>hyvee_doughboy</i>	David Woods Marketing Team Member <i>flamminmonkee</i>	Martin den Boef Mailing Team Member <i>martindb</i>	Kendall Halman Bad Deck Breakdowns, Interviews <i>corran</i>	Bill Kafer Proofing Team <i>TacoBill</i>	Keegan Heilman Proofing Team <i>friend</i>	Nathan Davis Proofing Team <i>hobbie</i>	Bentley Boyd Graphics Team <i>Trooper Teb Leny</i>	Dan Tartaglione Graphics Team <i>DTartagOne</i>	Design Pods Design & Development <i>Several Players</i>	Jared Napolitano Tournament Committee <i>Jnapolit31</i>	Chris Wirsfs Endor Grand Prix Organizer <i>itcouldbewirfs</i>	The Jawa Council Alternate Format <i>corran, TacoBill, Wokling</i>
Anthony Howard GEMP Leagues Administrator <i>batmouse</i>	Brandon Baitty Marketing Audio/Visual Technician <i>Thekillerkiwi</i>	Tom Sarachan Marketing Team Member <i>AncientTome</i>	Jerry Heine Programming <i>quesosauce37</i>	Ming Huo Graphics, Banners & Player Locator <i>mingtown</i>	Andy Davies Content Creation <i>Massassi</i>	Peter Tenneson Proofing Team <i>patmagroin</i>	Nate Louderback Proofing Team <i>dorshe1</i>	Casey Johnson Graphics Team <i>Maul1985</i>	Conor Britain Graphics Team <i>stubbly</i>	Sam Tashima Leagues Administrator <i>Yoshi</i>	Paul McPherson Tournament Committee <i>Paul McPherson</i>	Greg Shaw Tournament Committee <i>stealtheblind</i>	Volunteer Name Title <i>Forums Handle</i>

What Rules Does

- Issues rulings and errata to support new gameplay mechanics, correct problems
- Maintains the Advanced Rulebook, Current Rulings thread
- Answers questions in Rules Forum

What Technology Does

- Administers GEMP (Online SWCCG Play Programming/Development)
- Maintains the Advanced Rulebook, Current Rulings thread
- Manages various SWCCG resources, such as vKit and Scomp Link Access
- Oversees/designs website infrastructure, performs website maintenance
- Troubleshoots general technology issues within the community
- Streams/commentates in-person & online events

What Marketing Does -

- Manages the PC's various Social Media platforms – i.e., Twitter, Twitch, Facebook, Slack, Discord, and YouTube
- Generates and distributes Prize Support for participation and performance
- Streams/commentates in-person & online events
- Cultivates new and returning players' involvement in the game (e.g., administers the Primers and Tutorials subforum)
- Maintains the Player Locator subforum
- Teams with Tournament Committee for effective/sufficient prize support for events
- Executes community building initiatives

What Design & Development Does

- Creates new virtual cards
- Proofs the new cards for consistency/intended functionality
- Executes the iterative Playtesting process to fine tune card functions/capabilities
- Oversees Player Card Development processes
- Monitors Dream Cards subforum
- Prepares PDF files for release of new virtual cards
- Communicates with Cosplayers for virtual card art
- Develops Logos, Banners & Promotional Materials (i.e., Proofing collaborates with Marketing)
- Maintains, updates and distributes the Tournament Guide as appropriate

What Tournaments Does

- Organizes and runs in-person and online events
- Generates new event concepts (i.e., alternative formats besides Standard/Open) for all types of players
- Addresses competitive play interactions – what's allowed, what's forbidden – and dictates tournament guidelines
- Improves the planning and execution of key tournament processes
- Records/maintains gameplay record books/history

What Communications Does

- Collaborates with Marketing to convey significant news in the community through appropriate channels
- Administers, summarizes and socializes the periodic Player Survey
- Moderates the Forums and periodically seeks to optimize layout and functionality