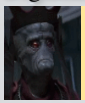
Star Wars CCG Players Committee

Organization Chart

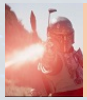
Scott Lingrell
Lead Advocate
advocate
scott@starwarsccg.org

Casey Anis
Legal
spideyguy0

Chris Gogolen
PC Store Manager
gogolen



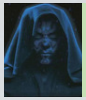
Greg Zinn
Rules Advocate
Gergall
rules@starwarsccg.org



Jared Napolitano
Marketing Advocate
Jnapolit31
marketing@starwarsccg.org

Chris Kelly
Design Advocate
chriskelly
design@starwarsccg.org

Mike Kessling
Production Advocate
Kessling
production@starwarsccg.org



Chris Schoenthal
Tournament Advocate
imrahil327
tournaments@starwarsccg.org

Keith Brown
Communications Advocate
darkjediknight11
communications@starwarsccg.org

Sub-teams:		***Prize Support***	***Social Media***	***Streaming***	***Design & Dev.***	***Proofing***	***Playtesting***	***Player Card Dev.***	***Graphics***	***CBT***			
Tim Simon Rules Team Member *Aglets*	**Jeremy DiPaolo** Lead GEMP Slicer *jdipaolo1*	**Kevin Jaap** Prize Support Ace *Darth Eweuge*	**James Martin** Social Media Lead *Solidsnack3*	**Dan Tartaglione** Stream Team Lead, Holotheatre Host *DTartagOne*	**Ryan Jellison** Design & Development *sac89837*	**Joel Cooper** Proofing Team Lead *sdpsc*	**Conor Britain** Playtesting Lead *stubbly*	**Keith Brown** Player Card Development *darkjediknight11*	**Christian Knudsen** Graphics Team *chrknudsen*	**Competitive Balance Team** ~12 Members	**Sam Tashima** Leagues Administrator *Yoshi*	**Tamas Papp** "Euro Emperor" *Yoda007*	**Jerry Heine** Lead Forums Moderator *quesosauce37*
Hayes Hunter Rules Team Member *Hayes*	**Jared Greenwald** GEMP Slicer *Jetsaredim*	**Sam Tashima** Prize Support - Concepts *Yoshi*	**Tom Sarachan** Marketing Team Member *AncientTome*	**Stream Team** ~20 Members	**Drew Lichtenstein** Design & Development *CoffeePass*	**Chris Hull** Proofing Team *jokerking*	**Playtesting Team** ~50 Members	**Chris Hull** Player Card Development *jokerking*	**Ming Huo** Graphics Team *mingtown*		**Bill Kafer** Tournament Com'te, Recurring Leagues *TacoBill*	**Jonathan Murray** Cube Administrator *Throdo*	**Garrett Larson** Forums Moderator *deadbody*
Stephen Fulner Rules Team Member *fungineer*	**Christian McCarty** GEMP Infrastructure *ketura*	**Jeffrey Johns** Prize Support - Artwork *jademasters*	**David Woods** Marketing Team Member *flamminmonkee*	**Joe Olson** Newsletter Administrator *arebelspy*	**Andrew Moss** Design & Development *Wend*	**Greg Zinn** Proofing Team *Gergall*			**Ronnie Aluzan** Graphics Team *rpaluzan*		**Chris Wirfs** Endor Grand Prix Organizer *itcouldbewirfs*	**Garrett Larson** Tournament Committee *deadbody*	**Kyle Krueger** Forums Moderator *Meto*
Jason Riendeau Server Infrastructure *Apollyon*	**Ron Howe** Holotable CDF Maintainer *ronhowe*	**Chris Menzel** Prize Supp. / Mkt'g Advocate Emeritus *Shadow 14*	**Chris Gogolen** Store Support, Streaming *gogolen*	**Casey Anis** Facebook Group Lead Moderator *spideyguy0*	**Bill Kafer** Design & Development *TacoBill*	**Aaron Frede** Proofing Team *AFrede*		**Kevin Jaap** Graphics Team *Darth Eweuge*	**Phil Pipitone** Graphics Team *SaaurGundo*	**Casey Anis** Tournament Committee *spideyguy0*	**Matt Sokol** Tournament Committee *MrPurple*	**Justin Miyashiro** Tournament Committee *Hazardville*	
Scott Atkins Comlink (Android) App. Dev. & Admin. *scottrick49*	**Tom Marlin** GEMP Slicer, vKit, JSON, Scomp Link *hyvee_doughboy*	**Matt Lutz** Marketing Team Member *CRG*	**Brandon Baity** Streaming Audio/ Visual Technician *Thekillerkiwi*	**Kendall Halman** CorranCast Content Series, Interviews *corran*	**Design Pods** Design & Development *Several Players*	**Hayes Hunter** Proofing Team *Hayes*	**Lynden Pater** Proofing Team *ideatrack*	**Chris Menzel** Graphics Team *Shadow 14*	**Christopher Knight** Graphics Team *cedron*	**Eric Spijskma** Tournament Committee *Ericobasso*	**Jared Napolitano** Tournament Committee *Jnapolit31*	**Anthony Howard** Tournament Committee *batmouse*	
Kevin Standridge GEMP Bots Admin *laforge27*	**Lee Edwards** Holocron (iOS) App. Developer & Admin. *terron*	**Eric Lanz** Epic Duel Developer ("New GEMP UI") *elanz*	**Tommy Santosuosso** Outreach Team *LargePorg*	**Karl Koenig** Outreach Team *KrazyKarl*	**Ming Huo** Graphics Liaison *mingtown*	**Robert Vornlocker** Proofing - Special Projects *rsvorn*	**Nathan Davis** Proofing Team *hobbie*	**Bentley Boyd** Graphics Team *Trooper Teb Leny*	**Dan Tartaglione** Graphics Team *DTartagOne*	**Decklist Scribe Team** *James Martin (Solidsnck), Brad Eier (The Franchise), Sean Luhks (Luhks)*	**The Jawa Council** Alternate Format *corran, TacoBill, Wokling, dillen, rhendon*	**Greg Shaw** Tournament Committee *stealtheblind*	**Volunteer Name** Title *Forums Handle*

What Rules Does
- Issues rulings & clarifies errata to support new gameplay mechanics & correct problems
- Maintains Advanced Rulebook, Current Rulings forum thread
- Answers questions in Rules

What Technology Does
- Administers GEMP (Online SWCCG Play Programming/ Development)
- 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

What Marketing Does -
- Manages the PC's various Social Media platforms – i.e., Twitter, Twitch, Facebook, Slack, Discord, Instagram 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
- Administers annual Donations Program
- Performs outreach to cohort organizations
- Teams with Tournament Committee for effective/sufficient prize support for events
- Executes community building initiatives

What Design & Development Does
- Creates new virtual cards
- Routinely evaluates meta to determine if errata req'd
- 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., Graphics & Proofing collaborates with Marketing)

What Tournaments Does
- Organizes & executes in-person & online competitive & casual events
- Addresses competitive play interactions - what's allowed, what's forbidden – and dictates tournament guidelines
- Maintains, updates and distributes the Tournament Guide as appropriate
- Generates new event concepts (i.e., alternative formats besides Standard/ Open) for all types of players
- 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 periodic Player Surveys
- Moderates the Forums and periodically seeks to optimize layout and functionality