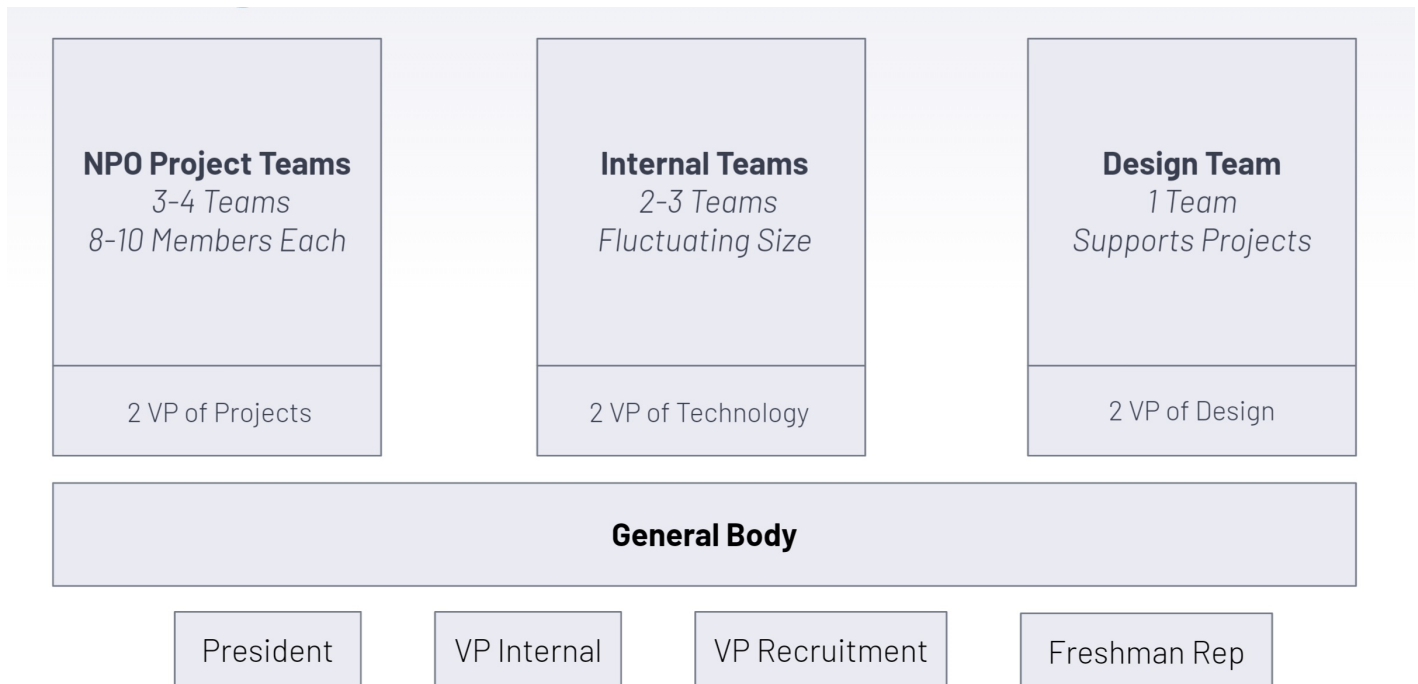


Organization Structure

- [Overview](#)

Overview

Here is a high level overview of Stevens Blueprint. We are a "flat" organization, meaning, while there is an elected E-Board, every member's opinion is valued and they should take initiative within Blueprint if they see opportunities to improve the organization. The E-Board should not be thought of as managers, but rather resources. This is also why we try and hold initiatives like *office hours* and an *open anonymous feedback form*.



Non-Profit Organization (NPO) Project Teams

NPO Project Teams work directly with non-profit organizations to complete their projects. The VP of Projects (currently 2) support these teams. They handle the initial meetings with the NPOs along with the VP of Recruitment. They also help gather the teams together, supporting the logistics, and assisting with the technical design/implementation of the project.

Each NPO team is composed of the following

- 1 Tech Lead
- 1 Product Manager
- 1 Dedicated Designer - Designers have the support of the Design team and may rotate to other projects as needed
- 4-8 Develops - depending on project size

NPO Project Teams are Application Based. NPO Projects last a whole academic year (Fall Semester + Spring Semester). Applications for each project take place the Spring before. There is

often dropout in project teams, so to handle this, the most active members in the "Tech Team" could have the opportunity to join a project mid-year.

To make a good project requires a lot of commitment. If you really invest yourself into it, it is **like taking another class**. You will definitely learn a lot of practical Software Engineering, PM, Design, & Teamwork skills however.

Internal Technology ("Tech Team")

Blueprint's Internal Technology Team A.K.A "Tech Team" works on various projects that help support our operations. Projects in the past/in-progress include:

- Chapter Website
- Blueprint Admin Dashboard
- Kubernetes Cluster Management

Specifics can be found on the projec repositories.

The VPs of Technology are responsible for organizing the team meetings. ***Tech Team is NOT application based.*** You can join any time by filling out the **interest form**. The commitment for these are considerably lighter since the projects do not have strict deadlines. However, we ask that you communicate your level of involvement to help with planning. As mentioned above, the most active Tech Team members are next in line to fill any gaps on the Project Teams.

Design Team

The Design Team is responsible for the UI/UX of both NPO & Internal projects. The VPs of Design guide this team, while also leading Blueprint's branding and digital image. There are two ways you can join the Design Team:

1. Application Cycle - Designers in this cycle will be appointed to NPO project teams and communicate directly with the Non-Profits
2. Interest Form - Anyone Stevens Student can fill out the interest form to attend Design Team meetings. Members that join this way will support the other projects, and if needed, take over.

General Body

The general body includes every Stevens Student that is a part of Blueprint. This includes anyone on the 3 aforementioned teams as well as those who just attend GBMs and Events. You DO NOT have to be on one of these teams to attend GBMs and Events. As per our constitution, you gain voting eligibility in our E-board election if you attend 2 GBMs.