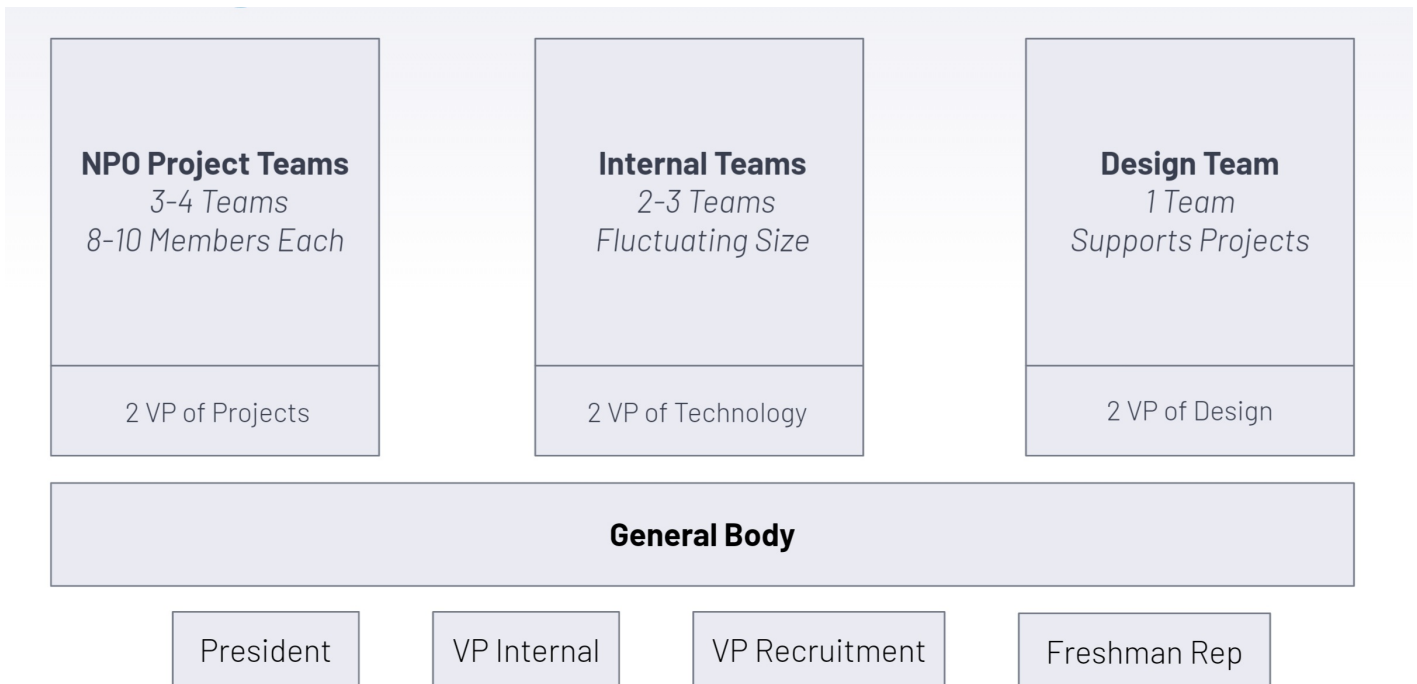


Organization Structure

- [Overview](#)
- [Organizational Mission](#)
- [Freshman Representative](#)

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.

Organizational Mission

Blueprint: Tech for Social Good

The mission of Stevens Blueprint is to unite people through the creation of industry level software solutions for Non-Profit Organizations, that leave a long lasting impact on the organization and the community it helps.

As Stevens Blueprint becomes a larger and more prominent student organization, there is a need for high level structural goals to ensure its longevity. The high level goals of Blueprint should encompass our mission and decision making as a Tech for Social Good Organization. Every decision we make should align with and support our high level goals

High Level Goals:

1. Provide NPOs with industry level software solutions that leave a long lasting impact on the organization and the community it helps
2. Unite people through the common goal of using technology for social good
3. Teach students how to successfully operate within the tech industry

How do we achieve our goals?

Project Teams: Student Tech leads, software engineers, designers, and product managers work directly with NPOs to create industry level software.

Tech Teams: Student Software Engineers create and maintain our internal infrastructure and website.

Design Team: UX/UI expertise through Project and Tech Team Collaboration

Executive Board: A student led management team that determines high level operations strategy and the future direction of the organization to meet its goals.

Priorities for 2025-2026:

1. Refine our Onboarding process to ensure project team longevity, efficiency, and student retention rates
2. Increase professional development opportunities for students through professional workshops and panels
3. Increase Sponsorship and Tech industry presence through consistent outreach and networking
4. Establish our organizational identity on campus: Professional Development and Tech for Social Good

Priorities for 2025-2030

1. Continue to put Social Good first by prioritizing work with NPOs
2. Develop a strong Blueprint alumni network for student career development
3. Strengthen student development opportunities through SWE, PM, and Designer workshops
4. Solidify the PM role and onboarding process

Freshman Representative

Freshman Representative Role

Freshman Representative

Serve as the voice of the freshman class and get an inside look at how the Blueprint Executive Team operates. You'll contribute fresh ideas and perspectives while gaining leadership, organizational, and communication experience. In this role, you'll help plan events, support collaborations with nonprofits, and learn how our project, internal, and tech teams work together to support Blueprint's mission to successfully create tech for social good.

Responsibilities:

- **Support Executive Board Members** - Assist with planning, organizing, and executing Blueprint events and nonprofit collaborations, strengthening Blueprint's presence on campus.
- **Represent the Freshman Class** - Act as a bridge between first-years and the E-Board by sharing feedback, ideas, and concerns.
- **Bring Fresh Perspectives** - Ensure that the freshman voice is included as Blueprint grows and evolves, helping create a smooth transition for students to learn the skills to be successful at Blueprint.