
Subject: Neo Gods Hiring

Posted by [Genesis2001](#) on Fri, 18 May 2007 14:28:27 GMT

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Neo Gods Community is now hiring staff members to assist their leaders. We are looking for staff to manage different aspects of our community. The following is a list of the staff positions that are open: (All positions report to myself unless otherwise specified.)

Public Relations Officer, Reports to Rurky and myself concerning matters of public relations.

Teamspeak Manager

Forum Manager

Event Manager

Event Coordinator

Programmers who know the C++ Language (Both .NET and Native[std] C++)

You can reply to this post to apply.

List of Responsibilities

Public Relations Officers-- Reports to Rurky, MathK1LL, Scargon[88]

Handle public relations

Get people registered on our forums and become active

Work closely with Event Managers/Officers

Teamspeak Manager-- Reports to MathK1LL

Accepting/Rejecting [FREE] Teamspeak server apps

Making sure all SAs across our network are behaving (Passive on the other servers since we have little control over them)

Cleaning up channels (making sure there are no questionable links in channels; this goes for all of our servers across the network)

Adding new servers (Only if you get promoted beyond TS Manager; this also includes deleting, restarting, et cetera.)

Also, managing MusicServ on our main server.

Forum Manager-- Reports to MathK1LL or Scargon[88]

Be active!

Take care of flame wars (No flame wars whatsoever)

Eliminate spammage

If good job is done, promotion to Admin level is given. a.k.a. Full Control

Event Manager-- Reports to Scargon[88] or MathK1LL

Plan events

Work closely with Leaders and PR people to plan events. You NEED public relations to get your events out there and recognized.

Event Coordinator-- Reports to Event Managers, Scargon[88], or MathK1LL

**See Event Manager for most

Work closely with PR Officers/Managers, and Event Managers

-Thanks,
MathK1LL

Subject: Re: Neo Gods Hiring
Posted by [jnz](#) on Fri, 18 May 2007 14:41:54 GMT
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MathK1LL wrote on Fri, 18 May 2007 15:28

Programmers who know the C++ Language (Both .NET and Native[std] C++)

I may be able to do a few things here and there, depends what it is specifically though.

Subject: Re: Neo Gods Hiring
Posted by [Genesis2001](#) on Fri, 18 May 2007 14:43:53 GMT
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MathK1LL wrote on Fri, 18 May 2007 08:28
You can reply to this post to apply.

^^ I would prefer not to take applications on RenForums.

EDIT: But since I know you and your skills and the fact that I've already talked with you about it...You are accepted.

-MathK1LL

Subject: Re: Neo Gods Hiring
Posted by [genetix](#) on Sat, 19 May 2007 01:20:08 GMT
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Hiring? How much does it pay?

It looks to me like your getting people to sign on as admins and mods just to get them to stay active on your site...

Subject: Re: Neo Gods Hiring
Posted by [BlueThen](#) on Sat, 19 May 2007 03:27:47 GMT
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Is neo gods just a forum?

Subject: Re: Neo Gods Hiring
Posted by [Genesis2001](#) on Sat, 19 May 2007 05:34:12 GMT
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genetix wrote on Fri, 18 May 2007 19:20Hiring? How much does it pay?

It looks to me like your getting people to sign on as admins and mods just to get them to stay active on your site...

I'm hiring people to help run a community...There is no pay involved. Just had a lack of words when I made it...

bluethen wrote on Fri, 18 May 2007 21:27Is neo gods just a forum?

No...We play a lot of games, we just don't have any servers aside from Teamspeak and a website/forum.

-MathK1LL

Subject: Re: Neo Gods Hiring
Posted by [EvilWhiteDragon](#) on Sat, 19 May 2007 10:38:54 GMT
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I'm sorry too ask, but, do you really that amount of people if you just have a TS server ad a forum?

More people creates a awefull lot of overhead in gettig things done.

Subject: Re: Neo Gods Hiring
Posted by [Zion](#) on Sat, 19 May 2007 11:20:43 GMT
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EvilWhiteDragon wrote on Sat, 19 May 2007 11:38 I'm sorry too ask, but, do you really that amount of people if you just have a TS server ad a forum?
More people creates a awefull lot of overhead in gettig things done.

I take it you were stuffing your mouth with twinkies when you wrote that with one hand? Care to restate that in a language that the majority of people can understand.

Subject: Re: Neo Gods Hiring
Posted by [jnz](#) on Sat, 19 May 2007 12:25:26 GMT
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EvilWhiteDragon wrote on Sat, 19 May 2007 11:38
More people creates a awefull lot of overhead in gettig things done.

O RLY? So your logic is renegade was made in 100 years? i'm sure there were 100s of people involved in it. or 1 year, by one person?

Subject: Re: Neo Gods Hiring
Posted by [EvilWhiteDragon](#) on Sat, 19 May 2007 13:26:03 GMT
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Merovingian wrote on Sat, 19 May 2007 13:20 EvilWhiteDragon wrote on Sat, 19 May 2007 11:38 I'm sorry to ask, but, do you really need that amount of people if you just have a TS server and a forum?
More people creates an aweful lot of overhead in getting things done.

I take it you were stuffing your mouth with twinkies when you wrote that with one hand? Care to restate that in a language that the majority of people can understand.
Hmm you're right, fixed

gamemodding wrote on Sat, 19 May 2007 14:25 EvilWhiteDragon wrote on Sat, 19 May 2007 11:38
More people creates an awefull lot of overhead in getting things done.

O RLY? So your logic is renegade was made in 100 years? i'm sure there were 100s of people involved in it. or 1 year, by one person?

Well, if you would look at the production per person, then a 1 man team would be faster in getting things done.
But it would take longer to finish.
And I don't know how large the Neo Gods community is, (hence the question) but generally, more

(sub)leaders lead to more communication, or at least the need for it. Which takes time. So the question you need to ask, is getting some one else to do this n that better/easier then doing it myself? Does it really add something?

In the case of developing Renegade the answer is yes, as there was a lot of work to do, and probably fairly little time to do it in. But that did lead to an increase of management.

Subject: Re: Neo Gods Hiring
Posted by [jnz](#) on Sat, 19 May 2007 13:53:13 GMT
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Well, if you have a good leader / sub-leaders for a project enegade. People who you know do their job well and committed to doing the job then the project will go a lot faster and more will be done.

Subject: Re: Neo Gods Hiring
Posted by [Dave Anderson](#) on Sat, 19 May 2007 16:37:35 GMT
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Here at DCOM Productions I run everything single-handedly and I wish I had more help. However, I know that if I recruited more help for administrative tasks it would just slow things down.

Though, for my development team, it has greatly sped up the process of concept and design tasks and has really helped make the release date of our biggest project earlier.

For NeoGods though, I'm not sure why you would really want more people to help you run the teamspeak. When I went on their, there were 4 people on their who all had SA privileges and no one else. Generally, I wouldn't bother hiring people to help run your teamspeak if its just a few people and you all have SA.

As for your forums, I know from personal experience that its extremely hard to get a community going. Right now, I would say that your forums don't need people to help manage them. They don't really get any posts or action, but I see why you want to hire people.

What I suggest is that instead of hiring people, you get more people interested in Neo Gods. Advertising in a non-annoying manner, get people involved in your projects (NeoServ for example).

For me, the main flow of my community is my website (www.dcomproductions.net) which gets over 1,000 unique hits a week. However, that doesn't mean all those people will magically want to use the forums either. You have to provide these people with content that they will want to share their opinions and thoughts with. Right now, I would say that the C&C 3 AutoReplay project was the best thing I have ever done, which increased hits to my website vastly. If you can do something like that your community can be well on its way to success.

Also on a side note, I would ask Scargon (or whoever owns Neo Gods) to hand ownership over to

you. He/She doesn't do jack crap in regards to managing your website and forums I and I never seen him or anyone else really involved in the things you do.

I'm not trying to come down on you with this post, but I'm trying to give you some well rounded advice to help improve the quality of your community.

Subject: Re: Neo Gods Hiring
Posted by [EvilWhiteDragon](#) on Sat, 19 May 2007 20:26:47 GMT
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Dave Anderson wrote on Sat, 19 May 2007 18:37 Here at DCOM Productions I run everything single-handedly and I wish I had more help. However, I know that if I recruited more help for administrative tasks it would just slow things down.

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I'm not trying to come down on you with this post, but I'm trying to give you some well rounded advice to help improve the quality of your community.

Well, that was what I ment to say

Ofcourse, in some things you may need more staff, but, get the staff when you need it. Not before you have atleast somewhat of a community.

And ofcourse, you can never have enough coders But, you do need to keep in mind that you will need to coordinate them, and that can take vast amounts of time if you don't organize that properly (by like having too many people work on 1 project)

Subject: Re: Neo Gods Hiring

Posted by [Dave Anderson](#) on Sat, 19 May 2007 20:58:07 GMT

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Quote:And ofcourse, you can never have enough coders Wink But, you do need to keep in mind that you will need to coordinate them, and that can take vast amounts of time if you don't organize that properly (by like having too many people work on 1 project)

Right now I'm the only coder on our project, I don't need anymore as it would just slow me down, but I have the rest of the team working on GUI concepts and design as well as some other things which helps speed up the process.

As for staff, I completely agree. Only get them when you absolutely need them.

Subject: Re: Neo Gods Hiring

Posted by [Genesis2001](#) on Sat, 19 May 2007 22:20:44 GMT

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Dave Anderson wrote on Sat, 19 May 2007 10:37For NeoGods though, I'm not sure why you would really want more people to help you run the teamspeak. When I went on their, there were 4 people on their who all had SA privileges and no one else. Generally, I wouldn't bother hiring people to help run your teamspeak if its just a few people and you all have SA.

As for your forums, I know from personal experience that its extremely hard to get a community going. Right now, I would say that your forums don't need people to help manage them. They don't really get any posts or action, but I see why you want to hire people.

True. Which is why I'm not really pushing for a lot of Teamspeak managers nor any other positions at this moment except for PR Officers and Programmers.

Dave Anderson wrote on Sat, 19 May 2007 10:37What I suggest is that instead of hiring people, you get more people interested in Neo Gods. Advertising in a non-annoying manner, get people involved in your projects (NeoServ for example).

Looking for programmers to help code on NeoServ. >_< I have the ideas people, which is just my close friends, but I need programmers to help code. I need people so I can say "I need you to

write this part of NeoServ." and just roll with that and not worry about that part of the code.

Dave Anderson wrote on Sat, 19 May 2007 10:37 For me, the main flow of my community is my website (www.dcomproductions.net) which gets over 1,000 unique hits a week. However, that doesn't mean all those people will magically want to use the forums either. You have to provide these people with content that they will want to share their opinions and thoughts with. Right now, I would say that the C&C 3 AutoReplay project was the best thing I have ever done, which increased hits to my website vastly. If you can do something like that your community can be well on its way to success.

Dave Anderson wrote on Sat, 19 May 2007 10:37 Also on a side note, I would ask Scargon (or whoever owns Neo Gods) to hand ownership over to you. He/She doesn't do jack crap in regards to managing your website and forums I and I never seen him or anyone else really involved in the things you do.

I AM Neo Gods' leader. I'm in charge of the community; Scargon is in charge of the clan itself.

-MathK1LL

Edit: >_< It took me a while to type this because I got snagged away from the computer when I was typing it and didn't get back for a couple ours later...

Subject: Re: Neo Gods Hiring
Posted by [Dave Anderson](#) on Sun, 20 May 2007 01:01:41 GMT
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Ah, I thought Scargon owned it all. Anyway, I see why you want to hire people (coders) because I too would like to have coders perform certain tasks. For me though, it just hasn't been a realistic option. I've had many programmers in the past and they either do something that isn't to my expectations or can't do something at all. Its hard to find a coder that meets your specific needs.

What I would do is start visiting MSDN and other popular programming networks. Do MSDN for sure though, the network is filled with awesome people.