Part Time Position Offered - General Game Production - Gamecraftsmen

This is not a coding position.

Although, on the one hand I can always use more coders and designers, at this point I'm looking for general game production. No technical skills required.

A little bit of HTML or Photoshop would be helpful, but for this role, someone who can use our already existing tools to fill in the blanks and make new content like this:
https://mechagalaxy.gamecraftsmen.com/game/show_weps.game
Or this:
https://mechagalaxy.gamecraftsmen.com/game/mech_showcase.game

We have a ton of additional art ready to go. Waiting on stats and stories.

People good with numbers who can follow the patters so they won't give a weapon 65 damage at a level where it should do 55 damage.
Good writers / good imagination.
Also, community management, interacting directly with the players and community leaders.
Any other general purpose tasks that come up.

People who can manage the storyline of the game and help it grow. As I said, some basic HTML would be helpful, but not required.

I need (part time) people who will stick around for the foreseeable future. This is a long term project.

Send inquiries to alexanderadavid@gmail.com.