AircraftkillerEven if I didn't understand how to design game levels for it, which was pretty much my only job for Source besides unit textures, the only people that need to understand how the engine works are hired programmers. Since I'm not a programmer, why the fuck do you think I would want to understand how the engine works? I have better things to do with my time.

1) you are the "lead producer" of the mod
2) modelers, how to setup the models correctly
3) texture artist, how to create the correct types of textures
4) animators, how to setup the rig properly to animate correctly in the engine (i already had fun with this problem)

So even if you are not a coder, you still need to know the basics of how the engine works.