ELECTRICAL ENGINEER III

Posting ID: [Posting Information]
Company: Scientific Games
Position Type: Full-Time Employment
College Major(s): Electrical/Computer Engineering

Company Website: www.scientificgames.com
Work Location: Las Vegas/Reno, NV
Salary: [Salary Information]
College Level(s): Graduate Student

OVERVIEW

The person in this position performs professional work in research, development, design, testing, analysis, production, construction, maintenance, and operation of electrical systems employed in Company product lines.

Essential Job Functions:

- Designs new electronic circuit board assemblies based on required specifications using proper engineering techniques.
- Troubleshooting of designs using test equipment and proper analysis techniques.
- Answers technical questions related to PCB design, component selection, electrical routing/component location, proper ESD protection, and test related development.
- Solves technical problems that exist with current manufacturing products; researches alternate component possibilities to assist with procurement issues that may arise.
- Creates firmware for electrical hardware that has been designed by Scientific Games.
- Team leader for complex design projects, leading one or more engineers.

Qualifications:

Training and/or Experience:

- Four or more years of experience in the area of design and analysis of digital and microprocessor-based circuits.

Knowledge, Skills and Abilities:

- Extensive knowledge of Electrical Engineering theory, principles, and procedures.
- Ability to ensure proper PCB layout design and must be familiar with proper use of power/ground planes, split planes, EMI, impedance matching, transmission line affects, etc.
- Experience in developing digital circuitry including microprocessor architecture and programmable logic for various requirements.
- Experience in designing analog circuitry including linear/LDO voltage regulators, switching regulators and a fundamental understanding of transistor design and analog circuit analysis.
- Must be proficient at troubleshooting electronic PCB’s and systems using modern test equipment.
- Must have good computer skills and knowledge.
Education:

Bachelor’s Degree in Electronics/Electrical Engineering or significant equivalent experience

Physical Requirements:

Typical office environment. Must be able to lift 40 lbs.

How to Apply

Please send resumes and cover letter to Jolene.Pimentel@scientificgames.com