<table>
<thead>
<tr>
<th><strong>Posting ID:</strong></th>
<th>IN19727001</th>
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</thead>
<tbody>
<tr>
<td><strong>Company:</strong></td>
<td>Scientific Games</td>
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<tr>
<td><strong>Position Type:</strong></td>
<td>Full-Time</td>
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<tr>
<td><strong>College Major(s):</strong></td>
<td>Electrical/Computer Engineering (EE/CpE), Computer Science (CS), Entertainment Engineering (EED)</td>
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<tr>
<td><strong>College Level(s):</strong></td>
<td>Undergraduate-Junior, Undergraduate-Senior, Graduate Student, PhD. Student, Alumni</td>
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<td><strong>Work Location:</strong></td>
<td>Las Vegas</td>
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<tr>
<td><strong>Salary:</strong></td>
<td>DOE</td>
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<tr>
<td><strong>Company Website:</strong></td>
<td><a href="https://www.scientificgames.com/careers/all-jobs">https://www.scientificgames.com/careers/all-jobs</a>.</td>
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**OVERVIEW**

Are you ready to level up your career? At Scientific Games, we are committed to making the best games, platforms and systems in the world. We are looking for smart, passionate and creative people to join our team and help us transform the gaming world. We are a global, industry-leading gaming technology company that embraces challenge, fosters an inclusive culture, values integrity, innovation and winning, and is committed to developing and supporting its people.

Whether you are a member of our award winning game studios, our industry leading systems group, product management, manufacturing group, services or any of our other amazing Gaming teams, you will be creating compelling games played around the world. We are dedicated to being the industry’s only COMPLETE global solutions provider with products that will enhance the entire gaming operation, both on the casino floor and behind the scenes.

If you are ready to play…Come join us and let’s make games!

The person in this position works in a temporary position as an Intern with an emphasis on on-the-job training.

**Work Conditions:**

- The work conditions are representative and typical of similar jobs in comparable organizations.

Must be at least 21 years old to apply.

Scientific Games Corporation and its affiliates (collectively, “SG”) are engaged in highly regulated gaming and lottery businesses. As a result, certain SG employees may, among other things, be required to obtain a gaming or other license(s), undergo background investigations or security checks, or meet certain standards dictated by law, regulation or contracts. In order to ensure SG complies with its regulatory and contractual commitments, as a condition to hiring and continuing to employ its employees, SG requires all of its employees to meet those requirements.
that are necessary to fulfill their individual roles. As a prerequisite to employment with SG (to the extent permitted by law), you shall be asked to consent to SG conducting a due diligence/background investigation on you. This job description should not be interpreted as all-inclusive; it is intended to identify major responsibilities and requirements of the job. The employee in this position may be requested to perform other job-related tasks and responsibilities than those stated above. SG is an Equal Opportunity Employer and does not discriminate against applicants due to race, color, sex, age, national origin, religion, sexual orientation, gender identity, status as a veteran, and basis of disability or any other federal, state or local protected class. If you’d like more information about your equal employment opportunity rights as an applicant under the law, please click here EEOC Poster.

Roles and Responsibilities
- Familiar with C# and Unity
- Visual Studio preferred

Education and Qualifications
- No industry experience required, but any gaming-related experience is desirable
- Current enrollment in College/University
- Majoring in animation, art, engineering, or related field.
- Proficiency in Microsoft Office
- Able to communicate effectively
- Ability to understand the implications of new information and apply them appropriately

How to Apply
Search for Job ID #:IRC16687