LEAD SOFTWARE ENGINEER

Posting ID: EM1873003C

Company: Scientific Games

Position Type: Full-Time

College Major(s): Computer Science (CS)

Company Website: http://www.scientificgames.com

Work Location: Las Vegas

Salary: DOE

College Level(s): Graduate Student, Alumni

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!

Roles and Responsibilities
The person in this position is responsible for development, designing, testing, coding and integrating software products. Provides support to and works alongside other engineers to create innovative products. Works to identify and implement testing application and service that best prepare the company to meet future business goals.

Essential Job Functions:
• Utilizes technical knowledge to write and complete software tasks and projects
• Researches new technologies and incorporates them into new systems and products
• Takes initiative in leading projects, delegating responsibilities, and collaborating with others
• Tests, integrates, writes, troubleshoots, and debugs software applications
• Responsible for the architecture and implementation of critical software components and games; uses company standards and applies design principals and patterns to develop robust software
• Works closely with other engineers to provide guidance and assistance in the areas of software architecture, coding standards, and system related issues

Marian Mason | Internship & Career Services Coordinator | coecareer@unlv.edu | https://unlv.edu/engineering/jobs
UNLV, Howard R. Hughes College of Engineering
• Acts as team mentor in a multi-person development team
• Supervises and verifies the work of engineers, designers, draftsmen, or technician

**Education and Qualifications**

Training and/or Experience:
• Five or more years of professional experience in a software development team
• Five or more years of experience with build automation, continuous integration, unit test, change management and configuration management, on the IBM iSeries/Power System.
• Minimum of three years experience with software methodologies
• Experience with RPG programming, debugging and troubleshooting techniques
• Experience with DB2 and IFS databases, stored procedures, ODBC and Webservices
• Experience with source/object control tools - Turnover, Implementer
• Experience with System i resource sizing/distribution (memory, disk, cpu - for applications) recommendation, configuration and monitoring

**Knowledge, Skills and Abilities:**
• Ability to work well with others in a team environment
• Strong working knowledge of Software Development Lifecycle
• Strong working knowledge of operating systems
• Strong knowledge of tools to test software applications/systems
• Strong working knowledge of development/modeling tools
• Technical knowledge in OS/400, DB2/400, RPG (RPG/400, RPGIV, and ILE), CL, SQL
• Ability to lead and manage subordinates
• Strong multi-tasking skills
• Enjoy working in a creative environment
• Excellent communication skills
• Must be able to obtain and hold a Nevada Gaming Card

**Education:**
• Bachelor’s degree required, preferably BSEE, BSCE, BSEET, or BSCS or equivalent work experience.
• Master’s degree preferred

**Preferred Skills**
Technical knowledge in OS/400, DB2/400, RPG (RPG/400, RPGIV, and ILE), CL, SQL

**How to Apply**