MECHANICAL ENGINEER I

Posting ID: 
Company: Scientific Games
Position Type: Full-Time Employment
College Major(s): Mechanical Engineering

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

OVERVIEW

Job Summary:

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

Essential Job Functions:

- Performs assignments designed to develop mechanical assemblies, parts, and systems for the products of the Company.
- Performs routine engineering work requiring application of standard techniques, procedures, and criteria. Work is generally checked, may be assisted by higher level Engineers.
- Creates parts and assemblies using 3D CAD software; uses previous experience and knowledge to weight function, cost, and manufacturability.
- Supports and creates mechanical drawings, Bill of Materials information, and other documentation for product release.
- Applies creativity, foresight, and mature engineering judgment in anticipating and solving problems, determining objectives and requirements, organizing projects, and developing standards and guides for diverse engineering activities.

Qualifications:

Training and/or Experience:

- One to two years experience in mechanical engineering field or related field.

Knowledge, Skills and Abilities:

- Ability to work on numerous tasks concurrently.
- Must have some knowledge of theory, principles, and procedures of Mechanical Engineering.
- Understanding of 3D CAD systems preferably Solidworks.
- Familiarity with Bill of Materials and manufacturing processes; some drafting experience or training required.
- Basic Microsoft Office skills.
- Must be a self starter.
Education:

BSME or related field or 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