SOFTWARE ENGINEER#IRC24643

Posting ID: EM19729535
Company Website: https://www.scientificgames.com/
Company: Scientific Games
Work Location: Las Vegas, NV
Position Type: Full-Time
Salary: DOE
College Major(s): Electrical/Computer Engineering (EE/CpE), Computer Science (CS)
College Level(s): Undergraduate-Senior, 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 Software Engineer works within the GDK (Game Development Kit) organization on the GDK framework team to support the development of compelling game experiences for casino products. The primary responsibility of this positions is to deliver high quality and timely software for all assigned projects. It will require the development, support, and maintenance of a reusable gaming framework used by multiple game studios across the globe.

This position must demonstrate a high degree of initiative and is accountable for the thorough implementation of all tasks assigned.
Position Requirements: • Utilize technical knowledge to complete design, development, testing, and integration of software tasks and projects.

• Develop expert knowledge of GDK code base and subsystems and contribute to its development, advancement, and maintenance.
• Work closely with other departments on identifying and creating reusable software components.
• Work independently to design and implement solutions for projects and tasks of moderate to high complexity.
• Provide timely, accurate project reports and information to lead.
• Works with, and develops relationships with, other team members as needed to meet team goals.
• Maintain up to date knowledge on new programming methods, best coding practices, and new software technologies.
• Maintain understanding of competitive products and technology.
• Develop strong knowledge of Scientific Games development processes.

Education and Qualifications
• Bachelor's Degree in Computer Science, Computer Engineering and professional experience in a software development team.
• Minimum of 2 to 5 years of related experience

Knowledge, Skills & Abilities:
• C# .Net experience is required.
• Experience with Visual Studio is required.
• UI Development.
• Windows Programming is required.
• Development tools including IDEs, debuggers, bug tracking and source control systems.
• Software Development processes.
• Design Patterns and Object Oriented Programming.
• Knowledge of Unity 3D is not required, but is preferred.

Preferred Skills

How to Apply
Go to https://www.scientificgames.com/careers/all-jobs and type IRC24643 to "Search by job ID"