SOFTWARE ENGINEER INTERN

Posting ID: IN19317518
Company: Konami Gaming
Position Type: Part-Time
College Major(s): Electrical/Computer Engineering (EE/CpE), Computer Science (CS)
College Level(s): Undergraduate-Junior, Undergraduate-Senior

OVERVIEW
Konami is a forward-thinking company with big ideas. A world leader in systems and game development, Konami can offer you the best of both worlds - stability within a dynamic, creative environment.

Roles and Responsibilities
Serves as a contributor to game title software development.
Collaborates with teams of engineers, designers, artists, and others to ensure quality and market criteria meet product plans and customer requirements.
Analyzes software requirements to determine feasibility of designs, timelines and completion schedules for product releases.
Formulates and designs software systems, using scientific analysis and mathematical models to predict and measure outcomes and consequences to design.
Analyzes new technologies and contributes technical vision of new projects or product lines.
Consults with hardware engineers and other engineering staff to evaluate interface between hardware and software, and operational and performance requirements of overall system.

Education and Qualifications
Junior/Senior
Currently pursuing a Bachelor's degree in Computer Science or Computer Engineering.
Must be 21 years of age.

Preferred Skills

How to Apply

Marian Mason | Internship & Career Services Coordinator | coecareer@unlv.edu | https://unlv.edu/engineering/jobs
UNLV, Howard R. Hughes College of Engineering