ELECTRICAL ENGINEER I

Posting ID: EM18729005

Company: Scientific Games

Company Website: https://careers.scientificgames.com/

Work Location: 6601 S. Bermuda, Las Vegas, Nevada 89119

Position Type: Full-Time

Salary: DOE

College Major(s): Electrical/Computer Engineering (EE/CpE)

College Level(s): Alumni

OVERVIEW

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.

Join us and let’s make games!

Roles and Responsibilities

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

Essential Job Functions:

● Troubleshooting of designs using test equipment and proper analysis techniques.
● Works with more experienced engineers to solve technical problems that exist with current manufacturing products; researches alternate component possibilities to assist with procurement issues that may arise.
● Performs most assignments independently, within scope of defined program, with direction from senior level engineers, must have good research skills.

Education and Qualifications

Training and/or Experience:

● Minimum of one year experience in Electrical Engineering design, analysis and testing.
● Experience in design and analysis of digital and microprocessor-based circuits.
Knowledge, Skills and Abilities:
- Knowledge of electrical engineering theory, principles and procedures.
- Must have working knowledge with modern testing equipment, e.g. oscilloscopes, digital analyzers, multi-meters, function generators, and spectrum analyzers.
- Experience in developing digital circuitry including microprocessor architecture and programmable logic for various requirements.
- Experience in designing analog circuitry including linear/LDO voltage regulators, switching regulators and a fundamental understanding of transistor design and analog circuit analysis.
- Must have good computer skills and knowledge.

Education:
Bachelor’s Degree in Electrical Engineering or significant equivalent experience.

Work Conditions:
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, ethnicity, gender, sexual orientation, veteran status, or on the 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.

How to Apply