SOFTWARE ENGINEER INTERN

Posting ID: IN18326441

Company: Scientific Games

Position Type: Part-Time

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

Company Website: http://scientificgames.com/

Work Location: Las Vegas

Salary: $15/hour

College Level(s): Undergraduate-Freshman, Undergraduate-Sophomore, Undergraduate-Junior, Undergraduate-Senior, Graduate Student, PhD. Student

OVERVIEW

• As a global leader in the gaming and lottery industries, Scientific Games’ mission is to empower our customers by creating the world’s best gaming and lottery experiences.
• This position is a Software Engineering Internship in the Game Development department.
• This intern will partner with software engineers to learn how to develop games.
• Gain hands on experience with game development.
• Get familiar with how the games are designed and how they are played.

Roles and Responsibilities
• Assist with loading games
• Participate in meetings so we can collaborate, brainstorm, and let the creativity flow
• Work in a creative environment
• Be curious, and don’t be afraid to ask questions
• Embrace our fun-loving, creative team
• Be a self-starter and a team player
• Ability to work independently and efficiently

Education and Qualifications
• No gaming experience required; must be 21 or older to apply
• In addition to having your high school diploma or equivalent, current enrollment in UNLV’s Computer Science program (or a related degree program) is preferred
• Basic programming experience
• C++ and C# knowledge preferred
• Unity 3D knowledge preferred
• Knowledge of object oriented programming preferred
Preferred Skills
• C++ and C# knowledge preferred
• Unity 3D knowledge preferred
• Knowledge of object oriented programming preferred

What makes us stand out:
• We embrace all things Star Wars and celebrate Fridays with bagels.

How to Apply
Send your resume to Ricco Novero at Ricco.Novero@scientificgames.com and Tabitha Engle at Tabitha.Engle@scientificgames.com