



INTERNSHIP & CAREER SERVICES

HOWARD R. HUGHES COLLEGE OF ENGINEERING

Software Engineer I

PostingID:

Website: www.gaming.konami.com

Company: Konami Gaming

Work Location: Las Vegas, NV

Position Type: Full-Time, 40 hrs/week

Salary: DOE

College Major(s): Computer Science

College Level(s): Graduate

OVERVIEW

This position is responsible for researching, designing, and developing computer software systems, in conjunction with hardware product development. This includes working on team projects or completing new protocols and/or game platforms. This position also requires the flexibility to act autonomously at all times while adhering to overall department and company policies and procedures.

Roles and Responsibilities

Software Development

- Analyzes software requirements to determine feasibility of design within time and cost constraints.
- Formulates and designs software system, using scientific analysis and mathematical models to predict and measure outcome and consequences of design.
- Analyzes new technologies and leads in technical vision of new projects or product lines.

Issue Resolution

- Consults with hardware engineers and other engineering staff to evaluate interface between hardware and software, and operational and performance requirements of overall system.
- Collaborates with teams of engineers, designers, artists, and others as necessary to ensure quality and market criteria.

Reports to senior manager any discrepancies or problems requiring resolution

Product Development Lifecycle

- Provides proper documentation code or other pertinent information in order to create, maintain, or update software manuals.
- Complies with current and long-range objectives, plans, policies, timelines and game design and completion schedules of product releases.

Software Testing

- Develops and directs software system testing procedures, programming, and documentation.

Policy and Procedure Adherence

- Complies with the company's regulatory guidelines and corporate policies at all times.
- Maintains confidentiality regarding the company, products and employee information.

Qualifications and Education Requirements

Bachelor's degree (BSCS, BSEE, or BSCE) from four-year college or university (or higher degree), or equivalent education and experience

C, C++ proficiency; GUI, SAS, SDS or other related experience preferred. Related experience, training, gaming industry experience preferred.

Advanced computer skills certification. Ability to read, analyze, and interpret general business periodicals, professional journals, technical procedures, or governmental regulations.

Preferred Skills

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| Models behaviors consistent with Konami Core Values demonstrating Integrity, Innovation, Customer Service, and Teamwork. |
| Knowledge of circuit boards, processors, chips, electronic equipment, and computer hardware and software, including applications and programming. |
| Identifying the underlying principles, reasons, or facts of information by breaking down information or data into separate parts. |
| Knowledge of design techniques, tools, and principles involved in production of precision technical plans, blueprints, drawings, and models. |
| Knowledge of the practical application of engineering science and technology. This includes applying principles, techniques, procedures, and equipment to the design and production of various goods and services. |
| Analyzing needs and product requirements to create a design. |

Where To Apply

<https://recruiting.ultipro.com/KON1000/JobBoard/c70fc266-51c5-5296-2005-ff4f122ccc1c/OpportunityDetail?opportunityId=6fe7849d-a1bd-4d50-9c86-1bfc4f8343b7>

Send email to HR once application is complete as UNLV students are receiving priority: KGI-Recruiters@KonamiGaming.com