ASSOCIATE SOLUTIONS ARCHITECT

Posting ID: EM2010550A

Company: SCIENTIFIC GAMES

Position Type: Full-Time

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

College Level(s): Undergraduate-Senior, Alumni

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

Work Location: Las Vegas

Salary: $50,000

OVERVIEW

Serve as a central point of contact for user queries with responsibility for remedying issues or acting as the liaison with other Oracle / Workday resources. Assist in implementing new applications, enhancing existing applications, and tracking upcoming upgrades by conducting analysis, design, evaluation, modifications, testing and implementation of diverse enterprise-wide systems. Uses the latest analysis/diagramming tools to represent business/technical processes. Works with the Oracle / Workday and other development teams to deliver enhancements and defects fixes for the not just for Oracle / Workday ERP application but other applications. Trains end user personnel in the use of the system. Continually engages with the business community to determine needs and identify opportunities for system improvements and maintain the business abreast of upcoming changes.

Roles and Responsibilities

• Partners with senior team members to accurately estimate effort and keep current with project plans
• Good communication skills to work with Subject Matter Experts and management to deliver system business requirements
• Ability to effectively collaborate with others and initiate action
• Assist senior team members in managing projects through their natural lifecycle
• Gather, Document and Analyze business requirements in order to design system solutions
• Develop test scripts for UAT
• Assist users in resolving issues related to software
• Business process analysis and design
• Contributes to the development of project plans, prioritize and deliver solutions according to business needs
• Interface with multiple levels of business users in order to gain consensus on solutions
• Assist in developing Reports, Interface, Conversion & Enhancement architecture and design
• Assist in developing in software configuration design and implementation in multiple functional areas
• Perform current state/future state gap analysis
• Contribute to system integration designs
• Contribute to software architecture
• Maintain and/or grow expertise in multiple functional business area
• Work with developers to design and implement new or modified system functions

**Education and Qualifications**
• 0 years with 3+ years of exposure to software development and/or cloud technologies
• 1 to 2 years with 3 years of exposure to software development or cloud technologies
• Bachelor’s degree or in Junior / Senior year in college, preferably BSEE, BSCE, BSEET, or BSCS or equivalent experience

**Preferred Skills**
• Ability to work well with others in a team environment
• Critical thinking, extensive problem solving skills, and the ability to research an issue and determine the root cause.
• Must be well organized, a self-starter, possess diligent follow-through capabilities, as well as strong customer service skills.
• Strong working knowledge of Software Development Lifecycle and operating systems
• Strong knowledge of tools to test software applications/systems
• Working knowledge of development/modeling tools
• Ability to assist in managing projects
• Strong multi-tasking skills
• Excellent communication skills
• Must be able to obtain and hold a Nevada Gaming Card

**How to Apply**
Send resume and cover letter to April.roxas@scientificgames.com