SOFTWARE ENGINEER INTERN

Posting ID: IN18924578

Company: Scientific Games

Position Type: Part-Time

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

Work Location: Las Vegas, NV

Salary: $15/hr

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

College Level(s): Undergraduate-Freshman, Undergraduate-Sophomore, Undergraduate-Junior, Undergraduate-Senior

OVERVIEW

● Software Engineering Intern
● 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

● Undergraduate student at UNLV
● Please note, Scientific Games interns must be at least 21 years of age

Preferred Skills

● No gaming experience required
● 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
How to Apply
● Send resume to Ricco Novero at Ricco.Novero@scientificgames.com
● We will set up an interview based on student availability