SENIOR SOFTWARE ENGINEER #IRC19023

Posting ID: EM1972700E

Company: Scientific Games

Position Type: Full-Time

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

College Level(s): Undergraduate-Senior, Graduate Student, PhD. Student, Alumni

Company Website: https://www.scientificgames.com/careers/all-jobs

Work Location: Las Vegas, NV

Salary: DOE

OVERVIEW

Are you ready to level up your career? 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.

Whether you are a member of our award winning game studios, our industry leading systems group, product management, manufacturing group, services or any of our other amazing Gaming teams, you will be creating compelling games played around the world. We are dedicated to being the industry’s only COMPLETE global solutions provider with products that will enhance the entire gaming operation, both on the casino floor and behind the scenes.

If you are ready to play…Come join us and let’s make games

The person in this position develops designs, tests codes and integrates software products. Provides support to and works alongside other engineers to create innovative products and identify, implement and test applications and services that best prepare the company to meet future business goals.

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, color, sex, age, national origin, religion, sexual
orientation, gender identity, status as a veteran, and 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.

Roles and Responsibilities

Essential Duties and Responsibilities:
• Utilizes technical knowledge to write and complete software tasks and projects
• Researches new technologies and incorporates them into new systems and products
• Tests, integrates, writes, troubleshoots, and debugs software applications and on client sites
• Responsible for the architecture and implementation of critical software components and
games; uses company standards and applies design principals and patterns to develop robust
software
• Works closely with other engineers to provide guidance and assistance in the areas of software
architecture, coding standards, and system related issues

Education and Qualifications

Training and/or Experience:
• Minimum 3-5 years of professional experience in a software development team
• Ability to work well with others in a team environment
• Strong working knowledge of Software Development Lifecycle
• Strong working knowledge of operating systems
• Strong knowledge of tools to test software applications/systems
• Strong working knowledge of development/modeling tools
• Strong multi-tasking skills
• Enjoy working in a creative environment
• Excellent communication skills
• Must be able to obtain and hold Gaming Registrations/Licenses
• Ability to travel is required

• Bachelor’s degree required, preferably BSEE, BSCE, BSEET, or BSCS or equivalent work
experience
• Master’s degree preferred

How to Apply

https://www.scientificgames.com/careers/all-jobs
Search for #IRC19023