SERVER SOFTWARE ENGINEER

Posting ID: EM18B0302B

Company: Playstudios

Position Type: Full-Time

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

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

Work Location: Las Vegas, NV

Salary: TBD

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

OVERVIEW

Founded by a team of experienced gaming and technology entrepreneurs, PLAYSTUDIOS first free-to-play application, myVEGAS, combines the best elements of popular social games with established gambling mechanics. Players enjoy an ever-growing collection of slot and table games and the opportunity to earn an unprecedented selection of valuable, real-world rewards. In creating myVEGAS, PLAYSTUDIOS has partnered with MGM Resorts International and its portfolio of the most recognized resorts in the industry, including Bellagio, ARIA, MGM Grand, Mandalay Bay, The Mirage, Monte Carlo, New York-New York, Luxor, Excalibur and Circus Circus.

Roles and Responsibilities

● The Software Engineer - Core will contribute to the development and maintenance of server-side core business logic components within the technology architecture.
● Work with the Core Lead to implement core components and client engineers, and testers to deliver high quality products.
● Work with product owners and project managers to break down high-level goals into tasks and timelines and to resolve issues.
● Review code with peers, share knowledge and best practices

Education and Qualifications

● BS or MS in Computer Science or similar.
● Experience developing software with a team in a professional environment.
● 1+ years industry experience
● Work in an Agile development environment (Scrum & Kanban) with Continuous Delivery
● Knowledge in Service Oriented Architecture (SOA)/JEE/Web Services/Messaging/BPM process and Middleware.
● Experience in Application Architecture, cloud orchestration, automation, micro service architecture, and in domain driven design.

Marian Mason | Internship & Career Services Coordinator | coecareer@unlv.edu | https://unlv.edu/engineering/jobs
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● Fantastic verbal and written communication skills.
● A detail-oriented, organized thought process and the ability to prioritize requirements.
● Strong debugging, profiling, and analytic skills
● Experience writing and maintaining automated unit tests
● Proven ability to build high quality products.

Preferred Skills
● Experience developing highly scalable backend systems to support game deployments.
● Experience using both SQL and NoSQL databases.
● Experience with development of SOAP and REST based web services in .Net 4.5 or higher
● Experience with ASP.NET MVC and ASP.NET Web API
● Experience with development using .Net core 1.0 or 2.0 (Web API experience)
● Experience and can demonstrate usage of delivery patterns.

How to Apply
Log onto Hire-A-Rebel: https://www.unlv.edu/hirearebel

Search for "Server Software Engineer"

Desired Start Date:
December 17, 2018