SOFTWARE ENGINEER I (PLATFORM DEVELOPMENT)

Posting ID: EM1880655D  
Company Website: https://www.gaming.konami.com/corporate/home/careers.aspx  
Company: Konami Gaming Inc.  
Work Location: Las Vegas, NV  
Position Type: Full-Time  
Salary: DOE  
College Major(s): Electrical/Computer Engineering (EE/CpE), Computer Science (CS)  
College Level(s): Alumni

OVERVIEW

Konami is a forward-thinking company with big ideas. A world leader in systems and game development, Konami can offer you the best of both worlds - stability within a dynamic, creative environment.

Konami offers:
- Competitive salary
- Annual discretionary bonus
- Comprehensive benefits plan, including 401(k) with generous company match
- Education assistance/reimbursement
- Relocation assistance, if applicable
- Konami Gaming is looking for a Software Engineer I to join the Games R&D team.

Roles and Responsibilities
- Develops software features, writes documentation, reviews code, and follows test procedures.
- Participates in the analysis of software requirements to determine feasibility of design within time and cost constraints.
- Participates in the design of software system, using scientific analysis and mathematical models to predict and measure outcome and consequences of design.
- Consults with hardware engineers and other engineering staff to evaluate interface between hardware and software, and operational and performance requirements of overall system.
- Works with software team to resolve issues reported from the field.
- 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 design and completion schedules of product releases.
- Participates in the design of a test plan and tests code.
Education and Qualifications

- Bachelor's degree in Computer Science or Computer Engineering or equivalent years of education and experience
- At least 1+ years of related experience; gaming industry experience a plus
- Understanding of object oriented development and design patterns
- Knowledge of C++, C#, and/or Java
- Knowledge of Linux and/or Windows environment
- Online gaming experience, Unity, JavaScript, and Python a plus

How to Apply
https://recruiting.ultipro.com/KON1000/JobBoard/c70fc266-51c5-5296-2005-fd4f122c3cc1c/OpportunityDetail?opportunityId=7b8d999d-3f1b-4a7e-8c12-28a33fb27def

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