SOFTWARE ENGINEER II (CORPORATE)

Posting ID: EM2000858C

Company: MGM Resorts International

Position Type: Full-Time

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

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

Company Website: https://www.mgmresorts.com/en.html

Work Location: Las Vegas, NV

Salary:

OVERVIEW

PRIMARY PURPOSE:
Become one of the stars behind the show and become part of the world’s most powerful entertainment brands. Our Company has one exciting mission: To entertain the human race.

The Software Engineer role is responsible for taking technology innovations to the next level. The primary responsibility of the position will be to design, develop and deliver the technology that enables great customer experiences. This will include developing production grade code through vision, definition, planning, execution, deployment and sustainment.

All duties are to be performed in accordance with departmental and MGM Resorts International policies, practices, and procedures.

Roles and Responsibilities
PRINCIPAL DUTIES AND RESPONSIBILITIES:
Develop production grade code: through vision, definition, planning, execution, deployment and sustainment.
Partner with Product Management to build great customer experiences.
Work with technology leadership to identify new technologies and techniques that can improve our overall platform performance and ultimate customer experience.
Manage consistency, reliability, supportability and observability across our services.
Effectively communicate to pull people together and enable them to find solutions to challenges they encounter.
Analyze product tradeoffs and deliver simple and intuitive products that just work.
Develop and maintain relationships with diverse teams spanning all organizational levels.
Model and act in accordance with MGM mission and values.
Perform other duties as assigned.

SUPERVISION:
None
Education and Qualifications

MINIMUM REQUIREMENTS:
Two years of experience delivering commercial cloud and backend software products and services at enterprise to internet scale or experience in a related area.
Previous experience with software development in a production environment (java/C++/other).
Bachelor’s degree in Computer Science, Engineering or a related technical field; or equivalent education and experience.
Strong understanding of all software layers including UI, service, data store and communication layers.

PREFERRED:
Previous experience working in a similar resort setting.
Previous experience with distributed computing, enterprise-wide systems, agile-based development, Scrum, Kanban or other agile methodology and experience working in a DevOps culture and with distributed teams.

CERTIFICATIONS, LICENSES, REGISTRATIONS:
N/A

KNOWLEDGE, SKILLS, AND ABILITIES:
Understanding of software engineering best practices & best practices for the full software development life cycle, including coding standards, code reviews, source control management, build processes, testing, and operations.
Computer Science fundamentals in object-oriented design, data structures, algorithm design, problem solving, and complexity analysis.
Knowledge of the state of technology to inform the technical design, development and standards across the software platform
Excellent customer service skills.
Interpersonal skills to effectively communicate with all business contacts.
Ability to effectively communicate in English, in both oral and written forms.
Possess and utilize intermediate knowledge of computer software to include Microsoft Word, Excel, PowerPoint and Outlook and/or equivalent platforms.

WORKING CONDITIONS:
Regular scheduled hours: Work Days: Varies Hours: Varies
Other – Must be flexible if needed for occasional work outside of normal business hours.

How to Apply

Marian Mason | Internship & Career Services Coordinator | coecareer@unlv.edu | https://unlv.edu/engineering/jobs
UNLV, Howard R. Hughes College of Engineering