SOFTWARE ENGINEER INTERN

Posting ID: IN18828514

Company: Konami Gaming, Inc.

Position Type: Part-Time

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

College Level(s): Undergraduate-Senior

Company Website: https://www.konami.com/gaming/corporate/Home/Careers.aspx

Work Location: Konami Circle

Salary: DOE

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, as applicable

Roles and Responsibilities
- Serves as a contributor to game title software development.
- Collaborates with teams of engineers, designers, artists, and others to ensure quality and market criteria meet product plans and customer requirements.
- Analyzes software requirements to determine feasibility of designs, timelines and completion schedules for product releases.
- Formulates and designs software systems, using scientific analysis and mathematical models to predict and measure outcomes and consequences to design.
- Analyzes new technologies and contributes technical vision of new projects or product lines.
- Works with other departments as needed to resolve issues reported from the field.
- Consults with hardware engineers and other engineering staff to evaluate interface between hardware and software, and operational and performance requirements of overall system.
- Integrates and tests software for releases.
Education and Qualifications
Must have or working on getting a bachelor's degree

How to Apply
https://recruiting.ultipro.com/KON1000/JobBoard/c70fc266-51c5-5296-2005-ff4f122ccc1c/OpportunityDetail?opportunityId=8450f58e-4c21-418d-aa63-056de2d22895

To search for more opportunities: