SOFTWARE ENGINEER INTERN

Posting ID: IN2040453E

Company: Scientific Games

Position Type: Full-Time

College Major(s): Computer Science (CS)

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

Work Location: Las Vegas, NV

Salary:

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

OVERVIEW

Are you ready to level up your career? At Scientific Games, we are committed to making the best games 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.

As a member of our award winning game studios, you will be creating compelling games played around the world.

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

Roles and Responsibilities

Work with a mentor in a professional environment to learn about game development and how your discipline fits into the design, development, and production process. At Scientific Games you’ll work closely with a game development team, assisting in the creation and development of slot games. The ability to effectively lead a team while maintaining a positive attitude under pressure is crucial.

Job Responsibilities

- Learn how to design, code, integrate, test, and debug software products for slot games through hands-on experience
- Learn about the gaming industry and how games are made
Education and Qualifications
Experience
- Must be at least 18 years of age
- No industry experience required

Knowledge, Skills, and Abilities
- Enjoy working in a creative environment
- Have excellent communication, organization, and time-management skills
- **Familiarity with C# and Unity strongly recommended**
- Familiarity with Visual Studio a plus

Education
- Current enrollment in a college/university or possess a Bachelor’s degree
- Must be majoring or have majored in Computer Science or a related field

How to Apply
Send resume and cover letter to Soong, Shawn at Shawn.Soong@scientificgames.com