

Internship Opportunity

Software Engineer Intern

Company Name: Scientific Games

Company Website: scientificgames.com

Internship Location: Las Vegas, NV

Required Hours: 15-29 hours per week depending on student availability

Salary: \$15/Hour

Start/End Date: Flexible. Internships last 6-12 months

College Majors:

- Computer Science
- Computer Engineering
- Other engineering related fields

Level of Education:

- Undergraduate student at UNLV
- Please note: Scientific Games interns must be at least 21 years of age

OVERVIEW:

- Software Engineering Intern
- Partner with software engineers to learn how to develop games
- Gain hands on experience with game development
- Get familiar with how the games are designed and how they are played

INTERNSHIP ROLES AND RESPONSIBILITIES:

- Assist with loading games
- Participate in meetings so we can collaborate, brainstorm, and let the creativity flow
- Work in a creative environment
- Be curious, and don't be afraid to ask questions
- Embrace our fun-loving, creative team
- Be a self-starter and a team player
- Ability to work independently and efficiently

REQUIRED SKILLS AND EDUCATION:

- No gaming experience required
- In addition to having your high school diploma or equivalent, current enrollment in UNLV's Computer Science program (or a related degree program) is preferred
- Basic programming experience
- C++ and C# knowledge preferred
- Unity 3D knowledge preferred
- Knowledge of object oriented programming preferred

WHAT MAKES US STAND OUT:

- We embrace all things Star Wars and celebrate Fridays with bagels.

HOW TO APPLY:

- Send resume to Ricco Novero at Ricco.Novero@scientificgames.com
- We will set up an interview based on student availability

CONTACT INFORMATION FOR QUESTIONS:

- **Ricco Novero:** Ricco.Novero@scientificgames.com 702-532-7879
- **Tabitha Engle:** Tabitha.Engle@scientificgames.com 702-532-7206