

Software Engineer (IRC16162-82-83-85-86)

Scientific Games - Reno, NV

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Position Description

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

Whether you are a member of our award winning game studios, our industry leading systems group, product management, manufacturing group, services or any of our other amazing Gaming teams, you will be creating compelling games played around the world. We are dedicated to being the industry's only COMPLETE global solutions provider with products that will enhance the entire gaming operation, both on the casino floor and behind the scenes.

If you are ready to play...Come join us and let's make games!

Job Summary:

The person in this position is responsible for development, designing, testing, coding and integrating software for gaming products. Troubleshoots and debugs software defects. Reviews, interprets, and executes software/embedded requirements and specifications.

Position Requirements

Qualifications:

Training and/or Experience:

- Zero to three years of experience in software for embedded system development and using C, C++ or C#
- Experience with either software engineering / embedded software / computer engineering with software exposure

- Experience with Unity, Unreal or similar 3D engine preferred.
- Experience with Linux, Windows or any other embedded software development platform preferred.

Knowledge, Skills and Abilities:

- Strong attention to detail
- Ability to learn with a growth mindset is essential.
- Ability to multi-task and work independently
- Good working knowledge and understanding of software modeling in real-time response environments
- Strong problem solving and analytical skills
- Experience with various operating systems
- Knowledge of software development life cycle

Education:

- Bachelor's degree required, preferably BS / MS in computer science, computer engineering or electrical engineering or equivalent work experience.

Work Conditions:

- The work conditions are representative and typical of similar jobs in comparable organizations

This job description should not be interpreted as all-inclusive; it is intended to identify major responsibilities and requirements of the job. The employee in this position may be requested to perform other job-related tasks and responsibilities than those stated above.

#LI-JW

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Job Type: Full-time

Experience:

- C#, C, C++: 1 year (Preferred)

Education:

- High school or equivalent (Preferred)

Location:

- Reno, NV (Preferred)

Work authorization:

- United States (Preferred)

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