POSITION TITLE: Software Engineer I
POSITION LOCATION: Reno, NV

POSITION DESCRIPTION:
International Game Technology (IGT) is looking for a highly motivated individual to work on IGT’s current and next generation platforms in an exciting and fast-paced environment. This position is in an energetic engineering team that collaboratively works with other engineering teams to produce industry leading end-to-end solutions for the casino gaming industry. Within the first year of employment, the successful candidate’s goals include, but are not limited to:

- Starting to contribute to the platform within the first weeks of arrival
- Working with IGT’s team to streamline IGT’s building build process and enhance their internal and external documentation to better allow game studios to leverage their platforms
- Becoming part of the team that is utilizing the latest technologies to deliver innovative products to their customers, helping further entrench IGT as the industry leader
- Receiving guidance from peers and managers over the technologies and methods used to develop our innovative products
- Interfacing with IGT’s product assurance department, game studios, and foundation engineering teams as well as product management
- Introduction to the entire Software Development Lifecycle by close of the year

REQUIRED QUALIFICATIONS:
- BS in Computer Science or equivalent combination of education and experience
- Working knowledge of C++
- Knowledge and practical application of object-oriented modeling, design, and development
- Effective communication and writing skills
- Meticulous attention to detail
- Must be at least twenty-one years of age
- Able to obtain a Gaming License

PREFERRED QUALIFICATIONS:
- Working knowledge of TeamCity build servers
- Working knowledge of Visual Studio Development Environments
- Working knowledge of Perforce
- Working knowledge of C#

HOW TO APPLY:
Interested applicants should send in their resume and cover letter to tom.lund@igt.com.