POSITION TITLE: Software Engineer I

POSITION LOCATION: Reno, NV

POSITION DESCRIPTION:
International Game Technology (IGT) is looking for a Software Engineer to work within the Platform Interfaces and Architecture team. Software Engineers within this team are responsible for developing platform and game features. They are often central in the incorporation of new technologies in to IGT products. They participate in all phases of the software development life cycle, including requirements gathering, architecture, design, development, maintenance, documentation, and deployment. The developer will also act as an evangelist for a number of products and will often provide presentations, training, and user support for tools developed by the team as well as providing design guidelines for game developers. First year goals for the successful candidate include, but are not limited to:
- Working on projects with minimal oversight from management and team leads
- Helping innovate and understanding most problems and issues assigned
- Building good-working relationships with peers
- Completing at least one large game or platform feature

REQUIRED QUALIFICATIONS:
- BS in Computer Science or equivalent combination of education and experience
- Advanced object-oriented design knowledge and familiarity with common patterns
- Requires excellent organizational skills, good oral and written communication skills, and a high level of interpersonal skills
- Must be a self-motivated team player that is able to work in a customer-oriented, fast-paced, and demanding environment with minimal supervision

PREFERRED QUALIFICATIONS:
- Familiarity with video game development or 3D graphics
- Familiarity with Linux development
- Familiarity with embedded platform development
- Hands-on experience with web technologies
- Experience with mobile development

HOW TO APPLY:
Interested applicants should search “Software Engineer I” online and apply. The registration number for this particular Software Engineering position is 16834BR.