A Gaming Development Company

POSITION TITLE: Software Engineer

POSITION LOCATION: Reno, NV

POSITION DESCRIPTION:

The company is seeking an experienced Software Engineer with strong graphics programming and engineering skills to develop new features and games on regulated casino client platforms. This position is a full-time opportunity. Responsibilities include, but are not limited to:

- Working in cooperation with other creative and technical team members to design, implement, polish, debug, and optimize high-quality gameplay features
- Quickly prototype gameplay experiences
- Implementing features in C++, C#, and Unity Game Engine
- Contributing to the planning of game development tasks in an Agile environment
- Writing clean, professional, and maintainable code
- Proactively problem solve performance and stability issues
- Utilizing Agile and Scum methodologies

REQUIRED QUALIFICATIONS:

- Between three and five years of experience in professional software engineering
- Experience in casino game development is a plus
- Proficient in programming languages such as C, C++, C#, and Java
- Familiarity with database design and SQL
- Proficient with OO design practices and patterns
- Experience with both Windows and Linux operating systems
- Strong analytical and problem solving skills
- Excellent oral and written communication skills

HOW TO APPLY:
Interested applicants should email their resume to Amy Martin-Charles at amym1114@gmail.com.