POSITION TITLE: Software Engineer

POSITION DESCRIPTION:
Want to be a part of a winning team, conceiving, designing and developing the latest and greatest games for the casino industry? We are looking for a passionate Software Engineer to build memorable winning game experiences for IGT in a fun, collaborative studio environment. We move quickly to market changes and innovate constantly to provide our players with the best gaming experiences. If you enjoy working in a team environment, designing and creating software solutions, we would be interested in talking to you.

As a technical contributor, you will be integral to shaping our new game development workflow around the utilization of the Unity game engine. This role offers a wide variety of technical challenges to solve and explore related to the innovative slot game-play concepts enhanced by special effect and creative ways to meet the demands of players around the globe.

First Year Goals:
- Start contributing to a games development within the first weeks of arrival
- Work closely with others to understand the platform, best practices and processes used to develop slot games
- Build professional relationships with peers through immersion in the studio environment
- Work closely with the art and sound team to develop special effect enhancements within the constraints of the target platform
- Develop a game of your own and take it through the entire development cycle

MINIMUM QUALIFICATION:
In order to be qualified, you must meet the following requirements:
- Bachelor's degree in Computer Science, Computer Engineering or equivalent; Master's degree is preferred
- Excellent C++/C# programming skills for video game development
- Object oriented design and development knowledge
- Familiarity with scripting languages and their applications to game development
- Excellent written and oral communication

PREFERRED QUALIFICATION:
- Self-motivated and passion for developing high-quality games
- Demonstrates strong collaboration skills, working side-by-side with other disciplines involved in the game development process
- Experience with writing shaders, special effects, particle systems, cameras, and lighting using Unity or similar game engines
- 2D/3D programming experience
- Working knowledge of video gaming industry

DESIRED MAJORS: Computer Science & Engineering

HOW TO APPLY: interested students can email directly to becky.peterson@igt.com or apply on their website at www.igt.com