Internship

RESPONSIBILITIES:
- Gain real-world software development experience by participating in the design, development, modification, debugging, review, and test of C#/C++ software for a real-time 3D video gaming environment and associated development tools.
- Set up, configure, and maintain a gaming machine for development and testing purposes.

QUALIFICATIONS:
- Must have a valid state driver’s license and current student pursuing Bachelor's or Master's degree in Computer Science or similar engineering field
- Experience with Microsoft Windows 7 and Visual studio 2008 or 2010
- Ability to write and debug software using C# or C++
- Object oriented analysis and design skills
- Excellent organizational skills, and good oral and written communication skills
- Experience working in a team setting
- Version control system knowledge a plus
- Unit testing experience a plus
- PC hardware and configuration experience a plus
- Understanding of networking concepts a plus

HOW TO APPLY:
Send your resume to: Derrick.Price@IGT.com