International Game Technology
http://www.igt.com/

POSITION NAME: Software Engineer I

RESPONSIBILITIES:

- Design, develop, modify, review, test and document software. This position will focus on developing the operating system features for IGT’s AVP product line using C/C++/C#, STL, OOP/OOD, API, and Protocol development
- Supports or participates in conducting routine technical analyses to design software applications and software tools that achieve desired functionality for a few products / systems / software applications
- Executes routine software engineering / technical assignments that involve basic analysis / programming
- Software supported typically impacts a few, limited portions of products / projects / processes
- Participates in or supports the development of software engineering / technical solutions that adhere to established product specifications and functionality
- Participates in or supports the solution of software engineering / technical problems using basic engineering approaches
- Participates in and supports the testing and verification of the software by implementing and writing test functionality

QUALIFICATIONS:

- B.S. degree in Computer Science/Computer Engineering.
- 1 or more years of real time programming experience using C/C++ (C# is a plus).
- Also, candidates must have excellent organizational skills as well as oral and written communication skills.
- Working knowledge and experience with QNX and Windows Embedded 7 is a plus.
- Familiarity and general knowledge of the standard template library (STL) is a plus as well.
- Be at least 21 years of age.

HOW TO APPLY:
Go to www.igt.com/careers and use req# 11931.