

## Software Engineer (Slot)

*Dec. 30, 2009 - Apr. 30, 2010*

<b>Location:</b>	Las Vegas, NV
<b>Salary Range:</b>	DOE
<b>Benefits:</b>	Please see Benefit Page
<b>Employment Type:</b>	Full Time
<b>Department:</b>	Other
<b>Description:</b>	The Software Engineer researches, designs, and develops computer software systems, in conjunction with hardware product development. This includes working on team projects or completing new protocols and/or game platforms
<b>Duties:</b>	<ul style="list-style-type: none"><li>• Analyzes software requirements to determine feasibility of design within time and cost constraints.</li><li>• Consults with hardware engineers and other engineering staff to evaluate interface between hardware and software, and operational and performance requirements of overall system.<ul style="list-style-type: none"><li>• Formulates and designs software system, using scientific analysis and mathematical models to predict and measure outcome and consequences of design.</li><li>• Develops and directs software system testing procedures, programming, and documentation.</li><li>• Provides proper documentation code or other pertinent information in order to create, maintain, or update software manuals.</li><li>• Complies with current and long-range objectives, plans, policies, timelines and game design and completion schedules of product releases.</li></ul></li><li>• Collaborates with teams of engineers, designers, artists, and others as necessary to ensure quality and market criteria.</li><li>• Analyzes new technologies and leads in technical vision of new projects or product lines.<ul style="list-style-type: none"><li>• Reports to senior manager any discrepancies or problems requiring resolution.</li><li>• Complies with the company's regulatory guidelines and corporate policies at all times.</li></ul></li><li>• Maintains confidentiality regarding the company, products and employee information</li></ul>
<b>Qualifications:</b>	Bachelor's degree (BSCS, BSEE, or BSCE) from four-year college or university (or higher degree), or equivalent education and experience.

Three to five years related experience and/or training, gaming industry experience and C, C++ proficiency; GUI, SAS, SDS or other related experience preferred.