Job Posting:166808 - Position: S25 Software Developer Intern (Engine Programming) - IRON MAN 166808 E2

Co-op Work Term Posted:	2025 - Summer
App Deadline	03/07/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	02/21/2025 09:37 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Summer
<b> Job Title <b>	S25 Software Developer Intern (Engine Programming) - IRON MAN 166808 E2
Position Type	Co-op Position
Job Location	Montréal, QC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	Salary Not Available, 37.5 Major List
Job Description	

Description & Requirements

Electronic Arts creates next-level entertainment experiences that inspire players and fans around the world. Here, everyone is part of the story. Part of a community that connects across the globe. A place where creativity thrives, new perspectives are invited, and ideas matter. A team where everyone makes play happen.

(Pour visualiser la description de poste en français, veuillez sélectionner le français dans le menu déroulant au haut de la page sous "Select Language".)

Electronic Arts is looking for students to join our world-class internship experience. Summer 2025 will be better than ever as we bring all interns together on-site for orientation week and prep students for the future ways of work by offering a hybrid opportunity. For more information about our Next-Gen Program, visit https://www.ea.com/careers/interns-and-university-graduates

Our teams build meaningful relationships with hundreds of millions of players around the world who love our games. We aim to be the best at meeting players where they are and supporting them throughout their journey with EA. Our teams develop the strategic vision of our products, run outstanding multi-channel campaigns, build global engagement across all touch points, develop global insights, and propel sales and global publishing. We understand the dynamic global landscape so we can bring relevant content, promotions, and help to players anywhere.

Join our dynamic game development team to work on cutting-edge engine technology that powers some of the most popular games in the industry. As an intern, you'll gain hands-on experience in game engine programming, contributing to real projects and enhancing your skills in a collaborative environment.

About Electronic Arts
We're proud to have an extensive portfolio of games and experiences, locations around the world, and opportunities across EA. We value adaptability, resilience, creativity, and curiosity. From leadership that brings out your potential, to creating space for learning and experimenting, we empower you to do great work and pursue opportunities for growth.

We take a holistic approach with our benefits program, focusing on physical, emotional, financial, career, and community wellness to support a balanced life with paid time off and new parent leave, plus free games and so much more. We nurture environments where our teams can always bring their best to what they do.

Electronic Arts is an equal opportunity employer. All employment decisions are made without regard to race, color, national origin, ancestry, sex, gender, gender identity or expression, sexual orientation, age, genetic information, religion, disability, medical condition, pregnancy, marital status, family status, veteran status, or any other characteristic protected by law. We will also consider employment qualified applicants with criminal records in accordance with applicable law. EA also makes workplace accommodations for qualified individuals with disabilities as required by applicable law.

Job Requirements

Responsibilities:
• Collaborate with senior programmers to implement new technologies.
• Assist in developing and optimizing engine features to improve performance.
• Debug and troubleshoot engine-related issues to ensure stability and efficiency.
• Optimize memory usage to enhance engine performance and efficiency.
• Provide production support to address and resolve engine-related issues in live environments.

Qualifications:
• Currently pursuing a degree in Computer Science, Software Engineering, or a related field.
• Good understanding of C++.
• Familiarity with game engine concepts and architecture.
• Strong problem-solving skills and attention to detail.
• Ability to work effectively in a team environment and communicate technical ideas clearly.
• Unreal Engine experience or any work on game related project is a nice to have.

We are only considering students who will be enrolled in an accredited degree program in the summer of 2025, slated to graduate no earlier than December 2025. Applicants must be legally authorized to work in Canada on a full-time basis during the 4-month internship. **Visa sponsorship is not available for this position.**

Citizenship Requirement   N/A

APPLICATION INFORMATION

Application Procedure   Through Employer Website

Special Application Instructions

Apply for job here: Développeur.euse de logiciels stagiaire (Engin) / Software Developer Intern (Engine Programming) - IRON MAN
Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.
Applications are accepted on a rolling basis and the posting may be expired at any time by the employer as submissions are received.
Students should submit their applications as soon as they are ready.