Job Posting:163759 - Position: S25 Software Engineer Intern (Ripple Effect) 163759 E3

Co-op Work Term Posted:	2025 - Summer
App Deadline	01/31/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/06/2025 10:45 AM
Job Posting Status:	Expired

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Summer
<b> Job Title <b>	S25 Software Engineer Intern (Ripple Effect) 163759 E3
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Salary Currency	CAD
Salary	65000.0 per year for 0 Major List
Salary Range $	$65,000 - $70,000 CAD
Job Description	

Job Title: Software Engineer Intern - Summer 2025
Job ID: 206404

We are a global team of creators, storytellers, technologists, experience originators, innovators and so much more. We believe amazing games and experiences start with teams as diverse as the players and communities we serve. At Electronic Arts, the only limit is your imagination.

Software Engineer Intern
At Ripple Effect, we are a studio where you can do the best work of your career. Above all, we're driven by quality - in the games we create, and in the studio we've built.

Our values: We believe every day our work should be better than it was the day before. We iterate, innovate, and support our devs as they grow in their crafts and push one another toward mastery. We believe in operating with integrity, and creating a diverse team where everyone's ideas are heard.

With studios located in Los Angeles and Vancouver, Ripple Effect has been dedicated to the Battlefield franchise since our founding as DICE LA in 2013. We created Battlefield 2042's Portal, and have supported DICE on every Battlefield game since Battlefield 4.

Now, we're looking for new team members to help us craft the next Battlefield..

We are looking for a CS student like you with a passion for building exciting game systems and a desire to continue learning. You

will be challenged to collaborate with a team of engineers to build game systems, then improve and polish them to perfection. You will get the chance to work with engineers, production, designers and others to help build and improve our game.

This role will report to an Engineering Line Manager.

Job Requirements

What we are looking for:
• Working towards BSc in Computer Science, Computer Engineering or equivalent experience
•Working knowledge of C++ either through Course Work or Individual Projects
•Flexibility and desire to work on a variety of game systems
•Able to work closely and iteratively with developers
•Great communication skills that supports an open working environment in terms of feedback
We are only considering students who will be enrolled in an accredited degree program in the summer of 2025, slated to graduate between December 2025 and June 2026. Applicants must be legally authorized to work in CA on a full-time basis during the internship. Visa sponsorship is not available for this position.

Citizenship Requirement   N/A

APPLICATION INFORMATION

Application Procedure   Through Employer Website
Cover Letter Required?   Yes
Address Cover Letter to   Hiring Manager
Special Application Instructions

Application Link:
https://jobs.ea.com/en_US/careers/JobDetail/Software-Engineer-Intern-Summer-2025/206404 - **Job Closed**

Indicate your interest to apply to this position in SCOPE and also submit your application package via the online website portal.

Applications are accepted on a rolling basis and the posting may expire at any time. Students should submit their applications as soon as they are ready.