

## **Job Posting:167227 - Position: S25 C-GE-416- C++ CGF Unreal Developer Intern 167277**

**Co-op Work Term Posted:** 2025 - Summer  
**App Deadline** 03/05/2025 09:00 AM  
**Application Method:** Through Employer Website  
**Posting Goes Live:** 02/19/2025 03:20 PM  
**Job Posting Status:** Approved

### **ORGANIZATION INFORMATION**

**Organization** CAE Corporation  
**Country** Canada

### **JOB POSTING INFORMATION**

**Placement Term** 2025 - Summer  
**<b> Job Title <b>** S25 C-GE-416- C++ CGF Unreal Developer Intern 167277  
**Position Type** Co-op Position  
**Job Location** Montreal, QB  
**Country** Canada  
**Duration** 4 months  
**Salary Currency** CAD  
**Salary** Salary Not Available, 0 Major List

#### **Job Description**

**Job Title: C-GE-416- C++ CGF Unreal Developer Intern**

**Job ID:** 113462

#### **About This Role**

**This position is exclusively open to students in the process of obtaining an academic degree**

**Internship date : May 5 to August 22 2025**

Are you looking for a work environment where you can innovate, reach greater heights and collaborate with experts from a wide range of sectors? You want to join a world-class company and industry leader with projects to which you would be proud to contribute? Come share your passion with us!

#### **The role we are offering you:**

By joining our team, you will have the opportunity to develop solutions for computer generated forces (CGF) through the Unreal engine. You will have the opportunity to participate in the development and integration of software components that offer pilots a simulation environment of unmatched realism. Our department is responsible for display solutions, visual content and rendering, sound effects and motion generation, as well as the development of artificial intelligence for other "players" in military simulation scenarios. The software you will be contributing to will be deployed on flight simulators that will help train several pilots around the world.

#### **Are you ready to:**

- Work in collaboration with a highly technical team of industry experts in flight simulation
- Develop the next generation of flight simulation effects
- Learn and evolve in the highly technological world of visual systems and flight simulator's
- Use latest gaming technology software and hardware and work primarily in a C++ Windows development environment under Visual Studio

**Location of the internship is Montreal.**

**Internship will be carried out in hybrid mode**

\*All applicants must be legally entitled to work in Canada and must meet the requirements of the Canadian Controlled Goods Program (CGP). All hires will be required to complete, sign and return the Controlled Goods Program form within a week of its transmittal. They must also provide a copy of their passport or birth certificate. All students with a work permit must provide a copy of it and a police clearance certificate from the country or countries where they have resided in the past five years.

*\*Please take note that if you are on a student, work or international student permit, the delays for the security background check take minimum 16 weeks.*

**CAE offers:**

- Salary determined according to the number of years and / or cumulative credits
- Flexible schedules and work from home policy
- Open concept workspace
- Opportunity to work on a variety of projects on a multidisciplinary team
- Possibility of permanent employment/extension
- STM access on campus
- Free parking on site for cars and bikes
- Running club and sports activities
- Changing rooms and showers
- Panoramic terrace open during Summer and Fall

\*For all interns hired, we will reimburse the internship costs for up to \$250 per intern upon presentation of supporting documents.

**Position Type**

Student (Fixed Term)

CAE thanks all applicants for their interest. However, only those whose background and experience match the requirements of the role will be contacted.

**Equal Opportunity Employer**

CAE is an equal-opportunity employer committed to diversity, equity, and inclusion. As "One CAE," we take affirmative action to ensure equal opportunity for all applicants regardless of race, nationality, colour, religion, sex, gender identity and expression, sexual orientation, disability, neurodiversity, Veteran status, age, or other legally protected characteristics.

If you don't see yourself fully reflected in every job requirement listed in the job posting, we still encourage you to reach out and apply. At CAE, everyone is welcome to contribute to our success. If reasonable accommodation is needed to participate in the job application or interview process, please get in touch with us at [rh-hr@cae.com](mailto:rh-hr@cae.com).

**Job Requirements**

**Our ideal candidate has:**

- Good knowledge of object-oriented development in C ++, under Windows
- Knowledge of physics and dynamic concepts
- Knowledge of game development in the "Unreal" engine is a plus

**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://careers.cae.com/global/en/job/113462/C-GE-416-C-CGF-Unreal-Developer-Intern>

**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.