

## Job Posting:166973 - Position: S25 Software Developer Intern (UI Programming) - IRON MAN 166973 E1

<b>Co-op Work Term Posted:</b>	2025 - Summer
<b>App Deadline</b>	03/15/2025 09:00 AM
<b>Application Method:</b>	Through Employer Website
<b>Posting Goes Live:</b>	02/28/2025 11:43 AM
<b>Job Posting Status:</b>	Approved

### ORGANIZATION INFORMATION

<b>Organization</b>	Electronic Arts (EA Canada) Inc.
<b>Country</b>	Canada

### JOB POSTING INFORMATION

<b>Placement Term</b>	2025 - Summer
<b>&lt;b&gt; Job Title &lt;b&gt;</b>	S25 Software Developer Intern (UI Programming) - IRON MAN 166973 E1
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Montréal, QC
<b>Country</b>	Canada
<b>Duration</b>	4 months
<b>Work Mode</b>	Hybrid
<b>Salary Currency</b>	CAD
<b>Salary</b>	Salary Not Available, 37.5 Major List
<b>Job Description</b>	

### 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.

UI Programmers work closely with UI Artists, UX Designers and the rest of the programming team to develop user interfaces for our games. They help design and implement menus and in-game HUD, both on consoles and on the PC. Their goal is to help

make the game interface intuitive and attractive while making sure it has as little impact as possible on game performance.

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.

#### 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:

- Bring the vision of the UI Artists and UX Designers to life
- Design, author, maintain and document UI systems that meet all design and technical requirements
- Coordinate with QA and leads to ensure successful roll out of new features to the team and establish testing and maintenance of systems
- Work alongside QA, the UI Artists, and UX Designers to react to feedback from focus groups and usability studies
- Looks for ways to increase team efficiency through tooling or workflow enhancements
- Contribute to core EA technologies in an architecturally sound way to enable collaborative development efforts

##### Qualifications:

- Completing a degree in a related field
- Passion for the development craft and can demonstrate good development practices
- Understanding of C++ language, object-oriented design, best practices, and architectural considerations
- Communicate well with non-technical partners, such as artists, designers, and producers
- Demonstrate problem-solving and debugging skills
- Hands on experience using the Unreal Engine is a plus
- Hands-on experience developing UI's for PC and console (Xbox One/Series S/X, PS4/5, PC) is a plus
- Experience with Rendering concepts, Linear Algebra and Graphics Shader Programming is a plus

**Citizenship Requirement** N/A

## APPLICATION INFORMATION

**Application Procedure** Through Employer Website

**Special Application Instructions**

**Apply for job here: [Développeur.euse de logiciels stagiaire \(UI\) / Software Developer Intern \(UI Programming\) - 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.