

Job Posting:167042 - Position: F25 Software Engineer Co-op/Internship (NHL) 167042

Co-op Work Term Posted: 2025 - Summer
App Deadline 02/26/2025 09:00 AM
Application Method: Through Employer Website
Posting Goes Live: 02/12/2025 03:56 PM
Job Posting Status: Expired

ORGANIZATION INFORMATION

Organization Electronic Arts (EA Canada) Inc.
Country Canada

JOB POSTING INFORMATION

Placement Term 2025 - Summer
** Job Title ** F25 Software Engineer Co-op/Internship (NHL) 167042
Position Type Co-op Position
Job Location Vancouver, BC
Country Canada
Duration 8 months
Work Mode In-Person
Salary Currency CAD
Salary Salary Not Available, 0 Major List
Salary Range \$ 65,000 - 70,000
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.

EA SPORTS is one of the most iconic brands in entertainment - connecting hundreds of millions around the world to the sports they love through a portfolio of industry-leading video games.

EA SPORTS NHL has revolutionized sports gaming for millions of players worldwide. We've pioneered award-winning creative technology and experiences to connect players to the speed, skill, and heart of the NHL.

The EA SPORTS NHL franchise is founded on passion and new ideas. Located in Vancouver, British Columbia, the team is composed of diverse talent dedicated to creating on-ice experiences that connect gamers around the world through play. If you're a creative pioneer with a passion for your craft, this will be more than a job. It'll be what you love.

We're looking for a Software Engineering Co-op to join our NHL team! Reporting to a Software Engineer, you will work on an intimate team and contribute to feature work and tech initiatives, where you will be trained on the game development process within EA and NHL's team.

BC COMPENSATION AND BENEFITS

The base salary ranges listed below are for the defined geographic market pay zones in these states. If you reside outside of these locations, a recruiter will advise on the base salary range and benefits for your specific location.

EA has listed the pay ranges it in good faith expects to pay applicants for this role in the locations listed, as of the time of this posting. Salary offered will be determined based on numerous relevant business and candidate factors including, for example, degree type (e.g. Bachelor's, Master's, PhD), what stage you are in your degree journey (i.e. freshman, sophomore, etc.),

qualifications, certifications, experience, skills, geographic location, and business or organizational needs.

BASE SALARY RANGES

- British Columbia (depending on location e.g. Vancouver vs. Victoria):

° 65,000 - \$70,000 CAN Salary

The pay is just one part of the overall compensation at EA. We also offer a package of benefits including 80 hours per year of sick time (prorated based on scheduled hours per week if less than full-time), 16 paid company holidays per year, medical insurance, and 401(k).

COMPENSATION AND BENEFITS The base salary ranges listed below are for the defined geographic market pay zones in these states. If you reside outside of these locations, a recruiter will advise on the base salary range and benefits for your specific location. EA has listed the hourly pay ranges it in good faith expects to pay applicants for this role in the locations listed, as of the time of this posting. Salary offered will be determined based on numerous relevant business and candidate factors including, for example, degree type (e.g. Bachelor's, Master's, PhD), what stage you are in your degree journey (i.e. freshman, sophomore, etc.), qualifications, certifications, experience, skills, geographic location, and business or organizational needs. **PAY RANGES**

- British Columbia (depending on location e.g. Vancouver vs. Victoria)

• \$65,000 - \$70,000 CAD

The hourly pay is just one part of the overall compensation at EA. We also offer a package of benefits including 80 hours per year of sick time (prorated based on scheduled hours per week if less than full-time), 16 paid company holidays per year, medical insurance, and 401(k). Interns in California are also eligible for Voluntary Disability Insurance.

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:

- You will develop features for a cross-platform game.
- You will follow best practices to maximize game performance across multiple devices and platforms.
- You will write C/C++ code to ship with the game.

Qualifications:

- You are currently enrolled in a Bachelor's Degree granting program.
- You will be returning to university for at least 1 full semester following your co-op term.
- You must be available for a full-time 8-month paid internship (September 2, 2025 - April 10, 2026).
- You are familiar with C++.
- Please apply with as many examples of any projects/games/tools you've had major contributions to.
- Please be sure to describe what work you did if multiple people worked on it.

We are only considering students who will be enrolled in an accredited degree program slated to graduate December 2026 or later. Applicants must be legally authorized to work in Canada on a full-time basis during the 8 month co-op. [Visa sponsorship and relocation are not available for this position.](#)

Citizenship Requirement

N/A

Position Start Date

September 02, 2025 12:00 AM

Position End Date

April 10, 2026 12:00 AM

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

Apply for job here: Software Engineer Co-op/Internship (NHL) - FALL 2025

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.