

## **Job Posting:174623 - Position: S26 UI Programmer Intern (R27028) 174623B**

<b>Co-op Work Term Posted:</b>	2026 - Summer
<b>App Deadline</b>	10/28/2025 09:00 AM
<b>Application Method:</b>	Through Employer Website
<b>Posting Goes Live:</b>	10/21/2025 11:53 AM
<b>Job Posting Status:</b>	Approved

### **ORGANIZATION INFORMATION**

<b>Organization</b>	Epic Games
<b>City</b>	Montreal
<b>Province / State</b>	QC
<b>Country</b>	Canada

### **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Summer
<b>&lt;b&gt; Job Title &lt;b&gt;</b>	S26 UI Programmer Intern (R27028) 174623B
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Montreal, QC
<b>Country</b>	Canada
<b>Duration</b>	4 months
<b>Salary Currency</b>	CAD
<b>Salary</b>	0.0 per hour for 0 Major List
<b>Job Description</b>	

Product: Fortnite

Requisition ID: R27028

#### **WHAT MAKES US EPIC?**

At the core of Epic's success are talented, passionate people. Epic prides itself on creating a collaborative, welcoming, and creative environment.

Whether it's building award-winning games or crafting engine technology that enables others to make visually stunning interactive experiences, we're always innovating.

Being Epic means being a part of a team that continually strives to do right by our community and users. We're constantly innovating to raise the bar of engine and game development.

#### **PROGRAMMING - GAMES**

## **What We Do**

Unreal projects have been leading the pack of real-time entertainment with our constantly growing team of programming experts. We're always improving on the tools and technology that empower content developers worldwide.

### **UI PROGRAMMER INTERN**

## **What You'll Do**

The Player Expression team is responsible for equipping our players with an incredible diversity of looks and styles to show off their personality and interests across all of Fortnite's experiences. We are looking for a UI Programmer Intern to join us and help create engaging and accessible experiences in the Item Shop for all players. You'll bring your own unique perspective to the role and contribute to defining the future of gaming, as you learn and grow alongside a collaborative, supportive, and skilled team.

## **In this role, you will**

- Contribute to the design and implementation of new and existing UI and its intersections with gameplay features and services
- Optimize and fix bugs in existing systems
- Gain experience of live-service development processes and best practices
- Build relationships with adjacent teams including Art, Design, Product, and Performance
- Write and document robust, maintainable code, with extensibility in mind
- Collaborate effectively with peers, share knowledge, and support others' success as well as your own

## **ABOUT US**

Epic Games spans across 25 countries with 46 studios and 4,500+ employees globally. For over 25 years, we've been making award-winning games and engine technology that empowers others to make visually

stunning games and 3D content that bring environments to life like never before. Epic's award-winning Unreal Engine technology not only provides game developers the ability to build high-fidelity, interactive experiences for PC, console, mobile, and VR, it is also a tool being embraced by content creators across a variety of industries such as media and entertainment, automotive, and architectural design. As we continue to build our Engine technology and develop remarkable games, we strive to build teams of world-class talent.

### **Like what you hear? Come be a part of something Epic!**

Epic Games deeply values diverse teams and an inclusive work culture, and we are proud to be an Equal Opportunity employer. Learn more about our Equal Employment Opportunity (EEO) Policy [here](#).

**Note to Recruitment Agencies:** Epic does not accept any unsolicited resumes or approaches from any unauthorized third party (including recruitment or placement agencies) (i.e., a third party with whom we do not have a negotiated and validly executed agreement). We will not pay any fees to any unauthorized third party. Further details on these matters can be found [here](#).

### **Job Requirements**

#### **What we're looking for**

- Strong C++ programming skills
- Experience with Unreal Engine and UMG
- An enthusiasm for games or interactive experiences, and an interest in UI/UX design principles
- Commitment to delivering quality work with a collaborative, solutions-focused approach, and a willingness to explore and learn unfamiliar systems
- Ability to communicate clearly and respectfully in a remote, cross-disciplinary team environment

*This internship has a flexible start date in 2026. Recruitment will be ongoing until teams find an ideal match. Applicants must be legally authorized to work in the posting location for the duration of the internship. For more information about Epic's Early Career Program, visit [epicgames.com/earlycareers](https://epicgames.com/earlycareers). This is going to be Epic!*

**Citizenship Requirement** N/A

## **APPLICATION INFORMATION**

**Application Procedure** Through Employer Website

### **Special Application Instructions**

Application Link: <https://www.epicgames.com/site/en-US/careers/jobs/5673575004>

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.