

Job Posting: 177829 - Position: S26 Software Engineer Co-Op - SUMMER 2026 - 8months 177829

Co-op Work Term Posted:	2026 - Summer
App Deadline	02/05/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/29/2026 12:36 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Software Engineer Co-Op - SUMMER 2026 - 8months 177829
Position Type	Co-op Position
Job Location	Victoria, BC
Country	Canada
Duration	8 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	\$65,000 - \$70,000
Job Description	

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.

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.

What You'll Do:

As a UI Software Engineer Intern you will be part of the game creation process, including implementation and debugging on multiple platforms. You will work on complex problems with Designers, Artists and other Engineers in the XD domain. You will report to the Software Engineering Manager and work with your peers and the technical lead to develop the game's UI systems.

Job Requirements

Qualifications:

- You are pursuing a Bachelor's degree in Computer Science or a related field with a graduation date of May 2027 or after.
- Knowledge of object-oriented programming languages; C++ preferred
- Experience with strongly typed, OOP, programming languages; C++ preferred

- Understanding of a Box Model UI Architecture such as: .NET Xaml, HTML Flexbox, Unity UI Toolkit, UMG (Unreal Motion Graphics UI Designer), or XUL.
- Understanding of visuals scripting tools such as Unreal Blueprint or Unity Visual Scripting Graph.
- Knowledge of version control systems and code reviews.

You must be available for a full-time paid internship in the summer of 2026 based out of EA Victoria: Metalhead Studio. We are only considering students who will be enrolled in an accredited degree program in the summer of 2026, slated to graduate no earlier than May 2027. Applicants must be legally authorized to work in Canada on a full time basis during the 8-month internship. Visa sponsorship is not available for this position.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.

Application Link: Software Engineer Co-Op - SUMMER 2026 - 8months - 211914 - Electronic Arts

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.