Job Posting:175149 - Position: S26 Technical Artist Co-op (CANADA - Tech Art - 8-Months - Summer) 175149

Co-op Work Term Posted:	2026 - Summer
App Deadline	11/13/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	11/06/2025 10:11 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 Technical Artist Co-op (CANADA - Tech Art - 8-Months - Summer) 175149
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	8 months
Work Mode	To be confirmed
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Salary Range $	$60,000 - $65,000

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.

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.

As part of EA SPORTS Tech, the Technical Art Team helps push visual boundaries and experiences for our players. We invest in future technologies, shared tooling, and production workflows. We combine creativity and imagination with technical expertise. We are a diverse group that encourages team members to bring their unique perspectives and expertise to work every day.

We're looking for a Technical Artist Co-op to join our world-class paid internship experience. The start date for this position is May 11, 2026 (8-month term), you may be eligible for course credit depending on your institution. Our Technical Art Co-op will report to the Director, Technical Art. We are considering onsite and hybrid working options.

Role Overview: Technical Artists are the bridge between art and programming departments and have the capability to understand the nuances of art creation and technical code. They demonstrate technical proficiency in basic 3D concepts and have experience in both art and programming. As a Technical Artist Intern, you will be an individual contributor on a central technical art team supporting the technical delivery of content by development of tools, pipelines, and workflows across a distributed production environment.

Responsibilities:

• You will partner with peers on the Technical Art team and with project Technical Art Directors to support game and studio vision, provide/receive feedback, and continuously improve, with the goal of creating performant tools and technologies that allow the

creation of assets of high visual quality, and technologies that move EA into the future.

•You will collaborate with content creators using a service-minded attitude, looking to understand issues and requirements and offer support.

•You will assess, design, implement, and maintain content creation tools/pipelines/workflows that meet artist needs and increase productivity for content creators.

•You will learn and familiarise yourself with multiple technologies, technical concepts, ideas, and problems.

Job Requirements

Qualifications:

• You must be available for a full-time paid internship from May 11 - December 18, 2026.

•You must be enrolled in an accredited program in a related field.

•You must be returning to school for at least one semester following your work term with EA.

•Knowledge of 2D and 3D art packages (Maya and Photoshop desired).

•Experience in scripting and programming (Python and C# desired).

•Foundational experience with (and technical proficiency in) 3D concepts such as: modelling, texturing, rendering, physically-based shading, lighting, rigging, skinning and deformation, dynamics (i.e. cloth and hair), particle systems, and image manipulation techniques.

•Basic familiarity with game engine workflows (i.e. Unity, Unreal), asset pipelines and profiling, and revision control systems.

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:

https://jobs.ea.com/en_US/careers/JobDetail/Technical-Artist-Co-op/210832

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.