

Job Posting:172086 - Position: W26 Software Engineer - Winter Internship Opportunities - The Coalition 172086

Co-op Work Term Posted:	2026 - Winter
App Deadline	09/08/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	08/22/2025 10:29 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Microsoft Corporation
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
 Job Title 	W26 Software Engineer - Winter Internship Opportunities - The Coalition 172086
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 or 8 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Salary Range \$	\$5,600 - CAD \$5,900 per month
Job Description	

1863202

Overview

The Coalition is a flagship first-party studio within Xbox Game Studios and the home to one of gaming's most critically and commercially acclaimed series, Gears of War. We are a group of diverse and talented individuals working for a common purpose to push the limits of Microsoft's entertainment platform and devices. As a studio, we lead from our values and work together to promote respect and inclusion, a growth mindset and grit, all while putting our team first. If you have the fire to work with our driven team, then come work with us.

Our interns are fully immersed in the team, allowing you to learn about multiple areas of game development, collaborate across disciplines, gain hands-on experience with leading game technology and receive mentorship from industry professionals.

As a Software Engineering Intern, you will work with teammates to solve problems and build innovative software solutions. You will learn and adopt relevant new technologies, tools, methods, and processes to leverage in your solutions. This opportunity will enable you to advance your career by designing, developing, and testing next-generation software that will empower every person and organization on the planet to achieve more.

The internship is designed not only for you to do great work with the opportunity to learn and grow, but to experience our culture full of diverse community connection, executive engagement, and memorable events.?

If you have an interest in gaming and a drive to work on cutting-edge technology at a world-renowned studio - start your journey with us today!??

Microsoft's mission is to empower every person and every organization on the planet to achieve more. As employees we come together with a growth mindset, innovate to empower others and collaborate to realize our shared goals. Each day we build on our values of respect, integrity, and accountability to create a culture of inclusion where everyone can thrive at work and beyond.?

Please note this application is only for Winter internships based in our Vancouver, Canada office with start dates in January 2026.

Responsibilities

- Applies engineering principles to solve complex problems through sound and creative engineering.
- Works with appropriate stakeholders to determine user requirements for a feature.
- Quickly learns new engineering methods and incorporates them into work processes.
- Seeks feedback and applies internal or industry best practices to improve technical solutions.
- Demonstrates skill in time management and completing software projects in a cooperative team environment.
- Reviews current developments and proactively seeks new knowledge that will improve the availability, reliability, efficiency, observability, and performance of products while also driving consistency in monitoring and operations at scale.

Intern - MS Vancouver- The typical base pay range for this role across Canada is CAD \$5,600 - CAD \$5,900 per month.

Find additional pay information here:

<https://careers.microsoft.com/v2/global/en/canada-pay-information.html>

Microsoft will accept applications for the role until September 15, 2025

#thecoalitionjobs

#gamingjobs?

Job Requirements

Qualifications

Required/Minimum Qualifications

- Currently pursuing Bachelor's or Master's degree in Computer Science, Engineering, or related field.
- Must have at least 1 semester/term remaining following the completion of the internship.
- One year of programming experience in an object-oriented language.

Additional or Preferred Qualifications

- Ability to demonstrate an understanding of computer science fundamentals, including data structures and algorithms.
- Experience on game related projects either through a university course, past intern experience or on a personal project.

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.careers.microsoft.com/global/en/share/1863202/?utm_source=Job Share&utm_campaign=Copy-job-share](https://jobs.careers.microsoft.com/global/en/share/1863202/?utm_source=Job+Share&utm_campaign=Copy-job-share)

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.