

Job Posting:174621 - Position: S26 Tools Programmer Intern (R27038) 174621B

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/28/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/21/2025 11:50 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Epic Games
City	Montreal
Province / State	QC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Tools Programmer Intern (R27038) 174621B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Job Description	

Product: Unreal Engine

Requisition ID: R27038

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 - UNREAL ENGINE

What We Do

Unreal-powered projects have been on the bleeding edge of real-time entertainment for over 20 years. Our team of programming experts are always innovating to improve the tools and technology that empower content developers worldwide.

TOOLS PROGRAMMER INTERN

What You'll Do

We're looking for a Tools Programmer to work on the development of the Unreal Engine editor and its tools with a focus on improving usability. You will have the opportunity to work across areas and systems, identifying their workflows pain points, designing solutions and implementing them. The ideal candidate is self-motivated and passionate about UI, UX and usability, excited to work with artists and content creators to optimize their workflows and enable them to do their best work.

In this role, you will

- Identify workflow issues, usability issues and tooling gaps in the Unreal Engine editor
- Work with UX designers and artists to come up with solutions to usability problems
- Implement new workflows and tools to accelerate content creation
- Improve and optimize existing tools, working across teams with subject matter experts, to make them state of the art
- Analyze and fix common problems in a game engine such as performance issues and memory usage

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

- Excellent C++ skills
- Experience writing tools that improve the customer's user experience, iteration, and development time in game development or other fields
- A passion for improving the customer experience in software products, holistically and beyond code. Some examples of your passion may be - participating in UX design, developing automated tests, or adding profiling and analytics to monitor user behaviors
- Well versed in software programming and design principles
- Demonstrated ability to communicate fluently in English (written and verbal)
- Someone who is user-focused, passionate, solutions-focused, and innovative

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://www.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/5673409004>

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.