

## **Job Posting:174613 - Position: S26 Gameplay Design Intern (R27024) 174613B**

<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 11:31 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 Gameplay Design Intern (R27024) 174613B
<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: R27024

#### **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.

#### **DESIGN**

## **What We Do**

Put your design skills to work at a cutting-edge company that challenges the norm. From character and level design to competitive gameplay and system design, help shape the future of interactive entertainment at Epic.

### **GAMEPLAY DESIGN INTERN**

## **What You'll Do**

Epic Games is on the lookout for dynamic interns to join our dev teams in 2026. Whether you work on Fortnite, Unreal Engine, or any of our other games, products, and services, you'll join a team that's pushing the limits of interactive entertainment. Our Interns are given challenging projects throughout the work term and are provided with a meaningful experience with high expectations for performance. If you want to build something Epic, this is the opportunity for you!

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

- Participate in the ideation and brainstorming of new items for upcoming seasons of Fortnite Battle Royale
- Investigate and fix bugs with features in a way that grows your overall knowledge of Fortnite design and technical implementation
- Learn how to own items and features as a vision holder, creating documentation and owning the outcome
- Work in the Unreal Engine to implement your designs in Blueprint in close collaboration with other designers, programmers, QA analysts, animators, VFX artists, sound artists, UI designers, and others
- Attend playtests, provide feedback, and help identify practical solutions to problems

## **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**

- Finished student projects or indie games with experience through the entire development cycle
- Passion for games with a wide breadth of game knowledge
- Strong interest in multiplayer games with an understanding of what makes them successful
- Exceptional communication skills and the ability to take feedback and direction on assigned tasks
- Some experience in scripting with items worked on in a completed project
- Unreal Engine and UEFN experience is required

*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/5665469004>

**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.**