

## **Job Posting: 177579 - Position: S26 UI / Game Programmer 177579B**

<b>Co-op Work Term Posted:</b>	2026 - Summer
<b>App Deadline</b>	01/29/2026 09:00 AM
<b>Application Method:</b>	Through UBC Science Co-op
<b>Posting Goes Live:</b>	01/22/2026 03:30 PM
<b>Job Posting Status:</b>	Approved

## **ORGANIZATION INFORMATION**

<b>Organization</b>	UBC Programming Languages for Artificial Intelligence (PLAI)
<b>Address Line 1</b>	X453 - 2366 Main Mall
<b>City</b>	Vancouver
<b>Postal Code / Zip Code</b>	V6T 1Z4
<b>Province / State</b>	BC
<b>Country</b>	Canada

## **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Summer
<b>&lt;b&gt; Job Title &lt;/b&gt;</b>	S26 UI / Game Programmer 177579B
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Vancouver, BC
<b>Country</b>	Canada
<b>Duration</b>	4 months
<b>Work Mode</b>	In-Person
<b>Salary Currency</b>	CAD
<b>Salary</b>	2725.0 per month for 0 Major List
<b>Job Description</b>	

### **PLAICraft - Embodied AI**

University of British Columbia (UBC), Vancouver Campus

Imagine a future where you can talk to an AI agent in a videogame and have it actually understand and interact with you. That's the goal of PLAICraft.

We're building embodied AI agents that can see, listen, and act intelligently in an open-world Minecraft environment. To train these agents, we've created a free, browser-based Minecraft platform where players around the world contribute gameplay data—everything from video and audio to mouse movements and keypresses. This massive dataset helps our researchers develop advanced AI technologies like diffusion models and world modeling, which teach AI to understand how environments work and adapt when things change.

Our platform is already live with a growing user base and a substantial volume of collected data. If you're a motivated individual who wants to contribute to cutting-edge AI research while having fun in Minecraft, we'd love to have you on our team.

Check out PLAICraft here: <https://plaicraft.ai/>

### **Role Information**

- Duration: 4 months
- Compensation: \$2,725 per month
- Work Setting: On-site (UBC Vancouver Campus)

### **Responsibilities**

- Design and optimize user interface components for the gameplay website and admin dashboards

- Develop plugins for in-game UI elements, menus, and interactive player features
- Write, debug, and optimize code, focusing on Minecraft plugin development and integration
- Test UI across platforms for performance and usability, debug issues, and document code for maintainability
- Develop and enhance front-end user interfaces and other interactive components
- Document code, processes, and project progress to support project practices and continuous improvement

### **Job Requirements**

#### **Preferred Qualifications**

- Proficiency in TypeScript/JavaScript and experience with React or similar web frameworks
- Proficiency in Java and experience developing Minecraft plugins
- Familiarity with front-end development (HTML, CSS, JavaScript frameworks)
- Knowledge of UI/UX design principles, state management, and component-based architecture
- Experience with Git version control, AWS cloud services, or collaborative development environments
- Strong problem-solving skills and the ability to debug and optimize software for performance and scalability
- Interest in artificial intelligence, machine learning, and virtual environments like Minecraft

**Citizenship Requirement**                  N/A

### **APPLICATION INFORMATION**

<b>Application Procedure</b>	Through UBC Science Co-op
<b>Cover Letter Required?</b>	Yes
<b>Address Cover Letter to</b>	PLAI Researchers