

Job Posting: 177554 - Position: S26 Intern, XR and AI Developer 177554B

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/29/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/22/2026 10:14 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Autodesk Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Intern, XR and AI Developer 177554B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Work Mode	To be confirmed
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Job Description	

Job Requisition ID # 25WD94444

Position Overview

Autodesk is seeking a highly motivated software development intern who will utilize AI, eXtended Reality (XR), web technologies and our cloud solutions to support advanced interactions for Immersive Design Reviews in Architecture, Engineering and Construction (AEC). In this internship, you will be part of the multi-disciplinary team responsible for building Workshop XR.

Do you have a passion for AI and XR? Are you excited about contributing directly to the future of AI and XR at Autodesk and making a difference for our customers? Does working in a dynamic environment where you are expected to share your opinion and contribute directly to the success of a novel product using the latest technology sound exciting to you? If so, we want to talk with you.

Responsibilities?

- Develop prototypes to support advanced AI enabled interactive capabilities for collaborative design reviews in Workshop XR
- Conduct research and make recommendations on tools, services, and standards to use for development efforts
- Document and present your ideas and solutions accurately and thoroughly
- Enthusiasm to share knowledge, learn from others and actively engage in various agile team ceremonies

Job Requirements

Minimum Qualifications

- Full-time student pursuing a master's degree in computer science or related field with at least one academic term to complete

post internship

- Experience using Large Language Models (LLMs) to achieve specific outcomes in software applications for web, mobile or XR platforms
- Strong experience with C++, smart pointers and multithreading concepts
- Experience developing interactive XR (AR, VR) applications or games using Unity or Unreal game engines
- Experience using plugins and SDKs with game engines to achieve desired functionality
- Strong understanding of 3D computer graphics concepts
- Experience with web technologies
- Experience building web applications using REST APIs
- Understanding of typical web application architecture (data, application, web tiers, etc.)?and knowledge of Amazon Web Services or other cloud infrastructure platforms
- Self-motivated, autonomous, with strong communication skills

Preferred Qualifications

- Experience with TypeScript, Python and React
- Experience using Unreal game engine to build virtual reality applications
- Research or development experience in augmented or virtual reality
- Knowledge of computer graphics including experience with OpenGL, WebGL or DirectX
- Experience working in an Agile or Scrum environment

Citizenship Requirement

N/A

APPLICATION INFORMATION

Application Procedure

Through Employer Website

Special Application Instructions

APPLICATION LINK: https://autodesk.wd1.myworkdayjobs.com/en-US/unil/job/Montreal-QC-CAN/Intern--XR-and-AI-Developer----Stagiaire-en-dveloppement-XR-et-AI_25WD94444-1?jobFamilyGroup=f909d7cccc2d480b8f6af996c7bf8352

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.