

## Job Posting:174977 - Position: S26 Software Developer Intern 174977

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|--------------------------------|--------------------------|
| <b>Co-op Work Term Posted:</b> | 2026 - Summer            |
| <b>App Deadline</b>            | 11/10/2025 09:00 AM      |
| <b>Application Method:</b>     | Through Employer Website |
| <b>Posting Goes Live:</b>      | 11/03/2025 09:03 AM      |
| <b>Job Posting Status:</b>     | Approved                 |

### ORGANIZATION INFORMATION

|                     |                                  |
|---------------------|----------------------------------|
| <b>Organization</b> | Electronic Arts (EA Canada) Inc. |
| <b>Country</b>      | Canada                           |

### JOB POSTING INFORMATION

|                                      |                                      |
|--------------------------------------|--------------------------------------|
| <b>Placement Term</b>                | 2026 - Summer                        |
| <b>&lt;b&gt; Job Title &lt;b&gt;</b> | S26 Software Developer Intern 174977 |
| <b>Position Type</b>                 | Co-op Position                       |
| <b>Job Location</b>                  | Vancouver, BC                        |
| <b>Country</b>                       | Canada                               |
| <b>Duration</b>                      | 8 months                             |
| <b>Work Mode</b>                     | To be confirmed                      |
| <b>Salary Currency</b>               | CAD                                  |
| <b>Salary</b>                        | 0.0 per hour for 0 Major List        |
| <b>Salary Range \$</b>               | \$65,000 - \$70,000                  |
| <b>Job Description</b>               |                                      |

Electronic Arts creates next-level entertainment experiences that inspire players and fans around the world. Here, everyone is part of the story. Part of a community that connects across the globe. A place where creativity thrives, new perspectives are invited, and ideas matter. A team where everyone makes play happen.

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Electronic Arts is looking for Bachelors students to join our world-class internship experience. For more information about our Emerging Talent Program, visit <https://www.ea.com/careers/interns-and-university-graduates>

What You'll Do...

- Build and extend web features using Next.js and React with support from our development team
- Contribute to our component library in Storybook, learning how design systems and reusable UI work in practice
- Learn how to write clean, maintainable TypeScript for both client and server applications
- Assist in integrating frontend features with backend APIs built on Node.js (NestJS/Fastify)
- Gain exposure to CMS integration by working with Contentful and understanding headless content delivery
- Learn the basics of caching (e.g., Redis) and performance optimization techniques
- Write and maintain unit tests, and understand the role of quality verification in software delivery
- Participate in code reviews and agile ceremonies (standups, sprint planning), learning how collaborative software teams operate
- Get firsthand experience with version control, branching, and pull requests using Git and GitHub
- Learn how production-grade web applications are built, tested, and deployed

### Job Requirements

#### Required Qualifications...

- You are currently enrolled in a Bachelor's Degree granting program
- You must be available for an 8-month, full-time paid internship starting in May 2026
- Solid foundational knowledge of JavaScript/TypeScript, HTML, and CSS
- Exposure to React or Next.js via coursework, personal projects, or co-op experience
- A strong desire to learn both frontend and backend development in a real-world setting
- Good problem-solving and communication skills
- A collaborative attitude and willingness to ask questions, take feedback, and grow

Nice to have...

- Experience with any of the following:
- Node.js, NestJS, or Fastify
- Contentful or any CMS
- Redis, Akamai, or other caching/CDN tools
- Jest or other testing frameworks
- Familiarity with Git and GitHub workflows

You must be available for a full-time paid internship in the summer of 2026 based out of EA Vancouver.

We are only considering students who will be enrolled in an accredited degree program in the summer of 2026, slated to graduate no earlier than December 2026. Applicants must be legally authorized to work in Canada on a full time basis during the 8-month internship. Visa sponsorship is not available for this position.

**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.ea.com/en\\_US/careers/JobDetail/Software-Developer-Intern/210928?source=LinkedIn](https://jobs.ea.com/en_US/careers/JobDetail/Software-Developer-Intern/210928?source=LinkedIn)

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.