

Job Posting:174215 - Position: W26 DevOps Co-op 174215

Co-op Work Term Posted:	2026 - Winter
App Deadline	10/15/2025 09:00 AM
Application Method:	Through UBC Science Co-op
Posting Goes Live:	10/08/2025 12:53 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	D-Wave Systems Inc.
Address Line 1	3033 Beta Avenue
City	Burnaby
Postal Code / Zip Code	V5G 4M9
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
 Job Title 	W26 DevOps Co-op 174215
Position Type	Co-op Position
Job Location	Burnaby, BC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	22.0 per hour for 0 Major List
Salary Range \$	\$22.00 to \$28.25 per hour
Job Description	

D-Wave is the leader in the development and delivery of quantum computing systems, software, and services and is the world's first commercial supplier of quantum computers. Our mission is to unlock the power of quantum computing by delivering customer value with practical quantum applications for problems as diverse as logistics, artificial intelligence, materials sciences, drug discovery, cybersecurity, fault detection, and financial modeling.

D-Wave's systems and quantum cloud services are being used by some of the world's most advanced organizations, including Volkswagen, DENSO, Lockheed, and Los Alamos National Laboratory. We have also appeared in Time Magazine, MIT Technology Review, Forbes, INC Magazine and Wired.

As of August 8, 2022, our organization is a publicly traded quantum computing company, trading on the NYSE as (\$QBTS).

Position:

As a co-op on our DevOps team, you will have a unique opportunity to see the inner workings of a production cloud service that spans from AWS, to our own datacenters, to QPUs inside of cryogenic refrigerators. You will have the opportunity to gain experience with monitoring systems, deployment automation, cloud and on-premises compute, CI/CD pipelines, networking infrastructure, and software development operations.

Our hybrid environment delivers our on-premises quantum hardware to the cloud and promises to provide a unique set of challenges for those looking to grow their skills in performance computing and low latency systems. The successful applicant will

be a self-starting individual that has a long-term interest in computing that extends past the courses they have taken in post-secondary education, and a keen interest in working on the very edge of technology. This position is a full time, 4-month contract from January to April 2026.

In this role you will:

- Assist in developing new features or functionality at a level appropriate to your experience
- Implement new monitoring functionality
- Assist in responding to bug reports and resolving bugs
- Assist in writing automated unit tests for new features or functionality
- Assist in performance and scalability testing of core components and services
- Assist in various CI / CD related tasks
- Assist in writing technical documentation and specifications

Job Requirements

- Enrolled in 3rd year or higher Computer Science, Computer Engineering, Engineering Physics with a strong focus and interest in software engineering
- Previous experience in programming and software engineering including working with revision control (Git) and collaborating with teammates
- Proficiency in Python, Ruby, Bash, or another equivalent scripting language
- Experience with databases, graphs, and visualization
- Experience working in Linux/Unix environment, especially involving virtual machines, Docker, container orchestration, etc.
- Self-motivated, proactive, flexible, curious and passionate about learning
- Experience with hardware and networking, especially server hardware, VPNs, etc
- Personal projects, home-lab, published open-source repositories, etc. would be an asset

Citizenship Requirement

N/A

Position Start Date

January 05, 2026 12:00 AM

Position End Date

April 24, 2026 12:00 AM

APPLICATION INFORMATION

Application Procedure

Through UBC Science Co-op

Cover Letter Required?

Yes

Address Cover Letter to

Hiring Manager