

Job Posting: 176913 - Position: S26 Technical Art Intern - Harry Potter Puzzles and Spells 176913B

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/19/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/12/2026 09:16 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Zynga
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Technical Art Intern - Harry Potter Puzzles and Spells 176913B
Position Type	Co-op Position
Job Location	Toronto, ON
Country	Canada
Duration	4 or 8 months
Work Mode	To be confirmed
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	\$29 and \$33 per hour
Job Description	

Who We Are:

Zynga is a global leader in interactive entertainment with a mission to connect the world through games and a wholly-owned subsidiary of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). With massive global reach in more than 175 countries and regions, the combined diverse portfolio of popular game franchises has been downloaded more than 6 billion times on mobile, including Star Wars™: Hunters, CSR Racing™, Dragon City, Empires & Puzzles™, FarmVille™, Golf Rival™, Hair Challenge™, Harry Potter: Puzzles & Spells™, High Heels!™, Merge Dragons!™, Merge Magic!™, Monster Legends, Toon Blast™, Top Eleven, Toy Blast™, Two Dots, Words With Friends™, and Zynga Poker™. Founded in 2007, Zynga is headquartered in California with locations in North America, Europe, and Asia. For more information, visit www.zynga.com or follow Zynga on Twitter, Instagram, Facebook, or the Zynga blog.

Position Overview:

Harry Potter: Puzzles and Spells is looking for a Technical Art intern to contribute to our project. Our Technical Art group has 4 members and is looking for an individual who is enthusiastic about learning to make games. Whether you are interested in rigging, shaders, scripting or other aspects of technical art we will evaluate your skill set and set you up with an experienced Technical Artist to work hands on, developing content in our game.

Technical artists work with, and coordinate between, engineers and artists. They work with the two groups to ensure the game art meets technical requirements as well as function in the game as defined by design or art direction. On Harry Potter this work takes place in the Unity game development engine.

What You'll Do:

- Integrate Art Assets:** You will oversee the integration of high-quality art assets into the game engine, ensuring they fit seamlessly within the world of Harry Potter.

- UX Collaboration:** You will partner with the UX team to implement initial prefab stubs and provide ongoing technical support throughout the polishing and finalization phases.
- Cross-Discipline Liaison:** Act as the primary bridge between Art and Technical teams, ensuring technical requirements are met while maintaining the integrity of the artistic vision.
- VFX & Animation Support:** Assist the VFX and Animation teams with asset implementation, specifically troubleshooting sorting issues and hooking up dynamic elements for gameplay features.
- Tool Development & Automation:** You will build scripts and tools (e.g., Python, C#, Unity Editor scripts) to automate mundane or repetitive tasks for the Art team, focusing on efficient asset import, pipeline checks, and data manipulation within Unity.

Job Requirements

What You Bring:

- Interest in both the technical and artistic aspects of game development
- Keen to help artists get their work into the game and making it work as expected
- Enthusiasm for being challenged with technically difficult tasks
- Understanding of high level programming language like python or c# or shader language like HLSL
- Familiarity with Unity
- Coursework showing an interest in art either art history and/or art classes
- A simple portfolio would be appreciated
- Strong verbal and written communication skills
- Confidence in communicating with artists and engineers about their disciplines, being able to flex your communication style across different team members
- In this role you will be learning to coordinate needs and expectations of both engineers and artists

What We Offer You :

- Daily lunches, tons of snacks and beverages
- Zynga happy hours and frequent employee events
- Flexible working hours on many teams
- Casual dress every single day
- Culture of diversity and inclusion including employee resource groups
- Work with cool people and impact millions of daily players

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://job-boards.greenhouse.io/zyngaeearlycareers/jobs/5725852004>

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.