

## Job Posting:174980 - Position: S26 Game Design Intern 174980

<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 10:47 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 Game Design Intern 174980
<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>	To be confirmed
<b>Salary Currency</b>	CAD
<b>Salary</b>	0.0 per hour for 0 Major List
<b>Salary Range \$</b>	\$60,000 - \$65,000
<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>

As our Game Design Intern, you will help design, implement, and maintain activity and goal content in our social sandbox game. A Game Design intern defines and communicates the strategy and content for what players do in our live events. You are excited about structured content in open-world games, have a keen interest in how design impacts and intersects the player experience. You will work with and help refine a broad scope of activities that contribute to the player experience of an open-world sandbox game.

What You'll Do

- Design, implement, and maintain compelling activities and goals for players (e.g. Quests, Challenges, or Objectives)
- Refine designs based on internal and external playtests, game metrics, team input and community feedback.
- Collaborate with engineers, UX, and other designers to help bring designs to life.
- Attend playtests, provide feedback, and identify practical solutions to problems.
- Contribute to content and features that will go out to players!

### Job Requirements

#### Qualifications

- You are currently enrolled in a Bachelor's Degree granting program in a related field.
- You are able to clearly communicate your thoughts and designs, both written and verbally.
- You have experience making your own games or mods.
- You have the ability to describe what makes a game system or content good or bad and detail how to improve it.

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

At this time, we are considering **Bachelors** 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 16-week internship. Visa sponsorship is not available for this position.

Please ensure that your graduation date is visible on your resume.

**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/Game-Design-Intern/210916](https://jobs.ea.com/en_US/careers/JobDetail/Game-Design-Intern/210916)

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.