Job Posting:174646 - Position: S26 Software Development Intern (Full Circle) 174646

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/28/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/21/2025 02:49 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 Software Development Intern (Full Circle) 174646
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range $	$65,000 - $70,000

Job Description

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

Job Overview

As a Software Development intern at Full Circle, you'll experience a dynamic and collaborative work environment designed to foster both learning and impact. Your days will kick off with a team sync meeting, setting the pace for hands-on coding, debugging, and testing of AI behaviors within the game. You'll actively research innovative solutions and participate in brainstorming sessions-both through Slack and in-person-to generate ideas and overcome challenges together.

Throughout the week, you'll join team-wide gameplay tests to evaluate new features, attend engineering meetings to stay updated on technical progress, and participate in learning sessions aimed at developing your skills and expanding your knowledge.

Key Responsibilities

• You will work with engineers and designers to develop and debug behaviors for pedestrians and vehicles in the game

•You will develop core AI and gameplay features, components, systems, and tools

Job Requirements

Requirements

• Must be enrolled in an bachelors degree earning program in a related field

•Must be available to work out of EA Vancouver next summer

•You understand computer science fundamentals, including algorithms, data structures, and object-oriented design

•You have experience with C++ and C#

•You must be available for a full-time paid internship 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/Software-Development-Intern/210855

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.