Job Posting: 177299 - Position: S26 Software Engineer Intern- 210937 177299

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/26/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/19/2026 10:38 AM
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 Engineer Intern- 210937 177299
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.

Electronic Arts is looking for high performing 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
We are seeking a Foundation Systems Intern to collaborate on advancing our technical stack. You'll play a key part in improving code quality and system efficiency, while gaining hands-on experience with cutting-edge tools and techniques, helping support multiple game teams. Candidates should be passionate about system coding and eager to engage in engine development.
Responsibilities:
• Create Unit Tests to increase automation on teams code coverage
•Expanding Static and Dynamic analysis tools to improve code quality
•Facilitate the transition of engine packages to updated versions or oversee their deprecation
•Help address technical debt through strategic removal or refactoring initiatives

Job Requirements

Qualifications:
• Currently pursuing a bachelor's degree in Computer Science, System Engineering, or a related technical field
•Interested in system and foundational coding, with a focus on engine and platform development
•1+ years of experience with software development concepts and strong fundamental C++ language skills

•Awareness of CI/CD tools (e.g., GitHub Actions, Perforce) and version control systems.

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

At this time, we are considering Undergrad 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-Engineer-Intern/210937

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.