

## Job Posting: 177902 - Position: S26 Intern, Software Development (Wwise Core) 177902B

Co-op Work Term Posted:	2026 - Summer
App Deadline	02/06/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/30/2026 04:26 PM
Job Posting Status:	Approved

### ORGANIZATION INFORMATION

Organization	Audiokinetic
City	Montreal
Province / State	QC
Country	Canada

### JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 Intern, Software Development (Wwise Core) 177902B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List

#### Job Description

##### Join our team for Summer 2026 and experience Audiokinetic!

Implementing portability for the Wwise application and its components across multiple platforms is a challenge that requires both creativity and thoroughness. By joining a passionate team as a Wwise developer, the intern will participate in design decisions while working to adapt Wwise components beyond the Windows environment.

Several related tasks, such as analyzing and resolving bugs, adding features, and continuously improving the development framework, are part of this role. This is an ideal environment to apply and deepen one's knowledge of best practices in object-oriented programming, optimization, and modern C++ features.

Quality and reliability are top priorities. Everyone is responsible for implementing unit and integration tests. Peer-systematic online code reviews also provide the intern with rapid feedback at every stage of the work. This will allow them to hone their skills in detecting issues in colleagues' code and proposing innovative solutions.

##### What will you do?

*The work generally involves, but is not limited to, the following tasks:*

- Full participation in the day-to-day developer tasks of the "Core" team, primarily working in C++.
- Identify, investigate, and fix bugs reported by clients or by the Quality Assurance team.
- Contribute to an ongoing project, involving full development that includes design, implementation, planning of automated tests, and documentation (projects may involve either the development tool or the audio engine).

Audiokinetic has adopted a flexible, hybrid work style to meet the team's needs while allowing in-person collaborative moments determined by the team.

##### Why join the Audiokinetic team?

Audiokinetic is the leading provider of cross-platform audio solutions for interactive media and gaming, and sets new standards in interactive audio production for location-based entertainment, automotive, consumer electronics, and training simulation. A trusted and strategic partner to the world's largest interactive media developers and OEMs, Audiokinetic has a long-established ecosystem of allies within the audio industry and amongst platform manufacturers. The company's middleware solutions include the award-winning Wwise® and SoundSeed®, as well as Wwise Automotive™ and Strata™.

Audiokinetic, a Sony Group Company, is headquartered in Montréal, Canada, and has subsidiaries in Tokyo, Japan, Shanghai, China, and Hilversum, the Netherlands.

We seek people who are passionate about interactive audio in games, virtual reality, and interactive experiences. We celebrate creativity, curiosity, attention to detail, collaboration, autonomy, and initiative. Our inclusive work environment empowers everyone to share their unique perspectives, fostering a culture where the best ideas shine-no matter the role.

*If you're interested in helping us shape the future of audio production, click the "Apply for this job" button to submit your application.*

*We know that applying to a new role takes a lot of work and effort and we sincerely value your time.*

*#LI-Hybrid*

## **Job Requirements**

### **What do you bring to the team?**

- Intermediate knowledge of the C++ language.
- Strong grasp of object-oriented concepts.
- General knowledge of memory structure and management.
- Knowledge of other languages (Python, JavaScript, TypeScript, Lua, etc.) (asset).
- Experience with a game engine such as Unreal or Unity (asset).

**Citizenship Requirement** N/A

## **APPLICATION INFORMATION**

**Application Procedure** Through Employer Website

### **Special Application Instructions**

Application Link: Job Application for Intern, Software Development (Wwise Core) at Audiokinetic

**Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.**

**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.**