

## **Job Posting:172735 - Position: W26 [2026 Canada] Software Engineer, Early Career 172735B**

<b>Co-op Work Term Posted:</b>	2026 - Winter
<b>App Deadline</b>	09/12/2025 09:00 AM
<b>Application Method:</b>	Through Employer Website
<b>Posting Goes Live:</b>	09/05/2025 10:57 AM
<b>Job Posting Status:</b>	Approved

### **ORGANIZATION INFORMATION**

<b>Organization</b>	Roblox
<b>Address Line 1</b>	60 E 3rd Ave #120
<b>City</b>	San Mateo
<b>Postal Code / Zip Code</b>	94401
<b>Province / State</b>	CA

### **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Winter
<b>&lt;b&gt; Job Title &lt;/b&gt;</b>	W26 [2026 Canada] Software Engineer, Early Career 172735B
<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>	Hybrid
<b>Salary Currency</b>	CAD
<b>Salary</b>	Salary Not Available, 0 Major List
<b>Job Description</b>	
<b>Job Title:</b> Software Engineer	
<b>Job ID:</b> Req #5317	

#### **Profile**

The Software Engineer intern will be responsible for projects and tasks related to Roblox's Canadian Rendering & Graphics team.

<b>Citizenship Requirement</b>	N/A
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### **APPLICATION INFORMATION**

<b>Application Procedure</b>	Through Employer Website
<b>Special Application Instructions</b>	

**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: [2026 Canada] Software Engineer, Early Career | Roblox

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.

