

Job Posting:174227 - Position: W26 Software Developer Co-op (Hybrid Solver Service) 174227

Co-op Work Term Posted:	2026 - Winter
App Deadline	10/15/2025 09:00 AM
Application Method:	Through UBC Science Co-op
Posting Goes Live:	10/08/2025 01:27 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	D-Wave Systems Inc.
Address Line 1	3033 Beta Avenue
City	Burnaby
Postal Code / Zip Code	V5G 4M9
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
 Job Title 	W26 Software Developer Co-op (Hybrid Solver Service) 174227
Position Type	Co-op Position
Job Location	Burnaby, BC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	22.0 per hour for 0 Major List
Salary Range \$	\$22.00 to \$28.25 per hour
Job Description	

D-Wave (NYSE: QBTS), a leader in the development and delivery of quantum computing systems, software, and services. We are the world's first commercial supplier of quantum computers, and the only company building both annealing and gate-model quantum computers. Our mission is to help customers realize the value of quantum, today. Our 5,000+ qubit Advantage™ quantum computers, the world's largest, are available on-premises or via the cloud, supported by 99.9% availability and uptime. More than 100 organizations trust D-Wave with their toughest computational challenges. With over 200 million problems submitted to our Advantage and Advantage2™ systems to date, our customers apply our technology to address use cases spanning optimization, artificial intelligence, research and more.

You can read more about our company and our innovations in the pages of The Wall Street Journal, Time Magazine, Fast Company, MIT Technology Review, Forbes, Inc. Magazine, Wired and across many white papers.

At D-Wave, we're helping customers realize the value of quantum computing today and are shaping the quantum-driven industrial and societal advancements of tomorrow.

Position:

As a part of D-Wave's Hybrid Solver Service (HSS) team, you will assist in the development of new features, functionality, testing and maintenance of our quantum-classical Hybrid Services platform. No quantum computing knowledge is required, but you will be

given the opportunity to learn as much as you want about this type of computing.

In this role you will:

- Develop new features or functionality at a level appropriate to your experience
- Write automated unit tests for new features or functionality that you develop
- Troubleshoot and resolve assigned bugs
- Support EKS cluster management and deployment of applications
- Develop and maintain tools for troubleshooting, monitoring, logging and system health
- Write automation scripts in Python and Bash to streamline workflows
- Assist in provisioning and managing infrastructure on AWS
- Assist in writing technical documentation and specifications

Job Requirements

- Enrolled in 3rd year or higher studying Computer Science, Computer Engineering, Engineering Physics with a strong focus and interest in software engineering

Technical Skills:

- Previous experience in Software Engineering or DevOps
- Proficiency in programming with Python and at least one other language (Golang, C++, C#, Java, etc.).
- Hands-on experience with Linux/Unix environment and Bash scripting
- Strong working knowledge of Git and experience with CI/CD tools
- Solid understanding of distributed systems
- Familiarity with AWS services and Kubernetes
- Basic understanding of databases and caching technologies

Core Competencies:

- Highly collaborative mindset with strong communication skills; able to work effectively with developer, test, DevOps teams and other stakeholders
- Strong analytical and problem-solving skills
- Self-motivated, proactive, flexible, curious and passionate about learning

Citizenship Requirement

N/A

Position Start Date

January 05, 2026 12:00 AM

Position End Date

April 24, 2026 12:00 AM

APPLICATION INFORMATION

Application Procedure

Through UBC Science Co-op

Cover Letter Required?

Yes

Address Cover Letter to

Hiring Manager