Job Posting:175272 - Position: W26 QA Engineer Co-Op (Blastworks) 175272B

Co-op Work Term Posted:	2026 - Winter
App Deadline	11/13/2025 11:59 PM
Application Method:	Through Employer Website
Posting Goes Live:	11/10/2025 03:42 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Blastworks
City	Vancouver
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
<b> Job Title <b>	W26 QA Engineer Co-Op (Blastworks) 175272B
Position Type	Co-op Position
Job Location	Victoria, BC
Country	Canada
Duration	4 months
Work Mode	In-Person
Salary Currency	CAD
Salary	1875.0 per month for 0 Major List

Job Description

This is a work placement opportunity for students working towards a Computer Science or Software Engineering degree. The Co-op will provide hands-on experience in gaming and coding. As an essential part of the in-office team in Victoria, the QA Engineer Co-Op helps to drive our exciting new products from test market release to mass-market release.
This role requires a student who is passionate about delivering high quality games that our players will love and committed to a temporary work contract of approximately 4 months in length.
Key Activities and Deliverables:
• Identify game defects, test new features, and perform regression tests
•Create and execute test scripts for new game features
•Escalate issues to QA Lead, work with developers and producers to triage issues
•Assist extending our test automation suite

Job Requirements

Candidates must have:
• Knowledge of QA methodology and tools
•Ability to define components to be tested and assign a relative priority
•Ability to manage multiple assignments and deliverables at the same time
•Motivation to improve test coverage and effectiveness
•Knowledge/familiarity working with social networks (Facebook primarily)
Preferred Candidates will have:
• Working towards a Bachelor's Degree or equivalent in relevant field
•Previous experience in Quality Assurance role

•Basic ability to write quality code in at least one high level language: e.g. python, Java, Javascript, C#
•Experience developing or testing for mobile devices (Android, iOS)
•Detailed knowledge of test automation frameworks
•Ability to understand technical specifications and analyze log files to track down and isolate issues
Familiarity with game production, preferably with social and/or free-to-play games, and the Unity3D game engine

Citizenship Requirement   Canadian & Permanent Residents & Refugees Only

APPLICATION INFORMATION

Application Procedure   Through Employer Website
Cover Letter Required?   Yes
Special Application Instructions

Please forward your application to wpo@digibc.org.