## Job Posting:175098 - Position: S26 FY26 Intern - Deep Learning Research Internship - Canada (4 months) 175098B

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| **Co-op Work Term Posted:** | 2026 - Summer |
| **App Deadline** | 11/19/2025 09:00 AM |
| **Application Method:** | Through Employer Website |
| **Posting Goes Live:** | 11/05/2025 01:08 PM |
| **Job Posting Status:** | Approved |

## ORGANIZATION INFORMATION

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| **Organization** | Qualcomm MEMS Technologies Inc. |
| **Country** | Canada |

## JOB POSTING INFORMATION

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|---|---|
| **Placement Term** | 2026 - Summer |
| **<b> Job Title <b>** | S26 FY26 Intern - Deep Learning Research Internship - Canada (4 months) 175098B |
| **Position Type** | Co-op Position |
| **Job Location** | Markham, ON |
| **Country** | Canada |
| **Duration** | 4 months |
| **Work Mode** | In-Person |
| **Salary Currency** | CAD |
| **Salary** | Salary Not Available, 0 Major List |

**Job Description**

ID: 3081527

# Qualcomm Overview:

Qualcomm is a company of inventors that unlocked 5G ushering in an age of rapid acceleration in connectivity and new possibilities that will transform industries, create jobs, and enrich lives. But this is just the beginning. It takes inventive minds with diverse skills, backgrounds, and cultures to transform 5Gs potential into world-changing technologies and products. This is the Invention Age - and this is where you come in.

**General Summary:**

As immersive digital experiences become increasingly central to gaming and interactive media, the fusion of graphics and AI is reshaping the future of real-time rendering. Our team is pioneering research in neural rendering techniques, pushing the boundaries of visual fidelity and performance across mobile, desktop, and cloud platforms.

This internship offers a unique opportunity to contribute to cutting-edge research in neural rendering, with a focus on mobile solutions for techniques such as gaming super-resolution, temporal upscaling, and path-tracing denoising. Interns will work alongside experienced researchers and engineers, with the potential to contribute to publications at top-tier conferences.

**Responsibilities:**

· Generate training datasets using game engines such as Unity or Unreal Engine.
· Research and develop deep learning models for gaming super-resolution on mobile platforms.
· Integrate trained models into game engines to demonstrate real-time performance.

· Contribute to our PyTorch-based training and inference codebase.
· Run experiments and analyze results to improve model performance and efficiency.
**Work Location:** This is a full-time, onsite position based in Markham. The role requires working from our office **five days a week**. **Hybrid or remote work arrangements are not available.**

**Applicants**: Qualcomm is an equal opportunity employer. If you are an individual with a disability and need an accommodation during the application/hiring process, rest assured that Qualcomm is committed to providing an accessible process. You may e-mail myhr.support@qualcomm.com or call Qualcomm's toll-free number found **here**. Upon request, Qualcomm will provide reasonable accommodations to support individuals with disabilities to be able participate in the hiring process. Qualcomm is also committed to making our workplace accessible for individuals with disabilities.

Qualcomm expects its employees to abide by all applicable policies and procedures, including but not limited to security and other requirements regarding protection of Company confidential information and other confidential and/or proprietary information, to the extent those requirements are permissible under applicable law.

**To all Staffing and Recruiting Agencies:** Our Careers Site is only for individuals seeking a job at Qualcomm. Staffing and recruiting agencies and individuals being represented by an agency are not authorized to use this site or to submit profiles, applications or resumes, and any such submissions will be considered unsolicited. Qualcomm does not accept unsolicited resumes or applications from agencies. Please do not forward resumes to our jobs alias, Qualcomm employees or any other company location. Qualcomm is not responsible for any fees related to unsolicited resumes/applications.

If you would like more information about this role, please contact Qualcomm Careers.

### Job Requirements

**Minimum Qualifications:**
· Hands-on experience with game development using Unity or Unreal Engine.
· Proficiency in Python.
**Preferred Qualifications:**
· Familiarity with computer graphics or rendering pipelines is a plus.
· Basic understanding of machine learning and/or deep learning concepts.
· Experience with deep learning frameworks such as PyTorch or TensorFlow.

***Educational Requirements:***
• In study towards a Bachelors. Masters or PHD degree in one of the following: Electrical Engineering, Computer Engineering, Computer Science
•Eligible candidates must have a graduation date in December 2026 or later, including May or June 2027.
•For 4-month internships: must be available May 2026 - August 2026

**Citizenship Requirement** N/A

## APPLICATION INFORMATION

**Application Procedure** Through Employer Website

**Special Application Instructions**

**Application Link:**

https://careers.qualcomm.com/careers/job/446715341239?hl=en-US&domain=qualcomm.com&source=APPLICANT_SOURCE-6-2

**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.**