

Job Posting: 177559 - Position: S26 Intern, Software Developer (25WD92638) 177559B

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/29/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/22/2026 10:55 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Autodesk Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Intern, Software Developer (25WD92638) 177559B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Job Description	

Job Requisition ID # 25WD92638, Intern, Software Developer

Position Overview

Here is an incredible opportunity to work with professionals who build some of the most advanced 3D animation solutions for Hollywood's special-effects, visualization specialists, game and film artists. The Entertainment and Media Solutions (EMS) group is composed of a range of software used by thousands of creators and artists in the media and entertainment industry such as Maya, 3ds Max, Flame and ShotGrid. This is a great opportunity to get front-line development experience in a stimulating environment. You will work with a team of professionals who will provide guidance and share their expertise in this exciting and important area of software development. Learn some new invaluable skills to push your career to the clouds.

Please note that this is a hybrid position for Summer 2026 (May - August 2026 work term).

Responsibilities

- Be an active member of our team developing features helping provide the best real-time experience and workflows for our customers using the latest in technology
- Participate in iterative design, testing and development sprints to refine the product solution

About the Canada Intern Program

The 2026 Canada program runs for 16 weeks (May 4th - August 21st). All internships are paid. As an intern, you will contribute to meaningful projects, be mentored by industry leaders, participate in tech talks and other activities designed to support your

personal and professional development. Our Internships align with Autodesk's Flexible Workplace approach, which is designed to meet the needs of our business while providing flexibility in support of office, remote and hybrid work preferences.

Job Requirements

Minimum Qualifications

- Currently pursuing your degree in Computer Science, Software or Computer Engineering, ideally with a focus on computer graphics and/or 3D programming
- Basic experience with C++
- Experience with Debugging
- Exposure to Computer Graphics (either through internships or personal projects)
- You are creative, flexible and enjoy working with new technology
- You like to work with others; you communicate well and are ok with presenting your ideas in front of a group

Preferred Qualifications

- Experience / Knowledge with 3D animation
- Knowledge of the Autodesk family of software products.
- Familiarity with the Agile development process
- Experience / Knowledge of Python

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

APPLICATION LINK: https://autodesk.wd1.myworkdayjobs.com/en-US/uni/job/Montreal-QC-CAN/Stagiaire-en-Dveloppement-Logiciel--Intern-Software-Developer_25WD92638-1?jobFamilyGroup=f909d7cccc2d480b8f6af996c7bf8352

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.