Job Posting:175831 - Position: S26 Software Engineering Intern, Omniverse Replicator 175831

Co-op Work Term Posted:	2026 - Summer
App Deadline	12/07/2025 11:59 PM
Application Method:	Through Employer Website
Posting Goes Live:	12/04/2025 12:41 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	NVIDIA
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 Software Engineering Intern, Omniverse Replicator 175831
Position Type	Co-op Position
Job Location	Toronto, ON
Country	Canada
Duration	4 months
Salary Currency	US
Salary	20.0 per hour for 0 Major List
Salary Range $	20 CAD - 63 CAD.

Job Description

Job Title: Software Engineering Intern, Omniverse Replicator - Summer 2026

Job ID: JR2008720

Today, NVIDIA is tapping into the unlimited potential of AI to define the next era of computing. An era in which our GPU acts as the brains of computers, robots, and self-driving cars that can understand the world. Doing what's never been done before takes vision, innovation, and the world's best talent. As an NVIDIAN, you'll be immersed in a diverse, encouraging environment where everyone is inspired to do their best work. Come join the team and see how we can make a lasting impact on the world.

We are seeking a software engineering intern to join the Omniverse Replicator team to assist in developing highly optimized domain randomization tools and techniques aimed at accelerating synthetic data generation and reinforcement learning to train the next generation of robotics models. Our team's mission is to accelerate the development of autonomous systems and shape the future of robotics and AI.

What you'll be doing:

- Develop and optimize domain randomization tools for both offline synthetic data generation and online reinforcement learning training
- Optimize workflows and pipelines to maximize throughput and dataset quality
- Collaborate with research and engineering teams across NVIDIA such as GR00T and IsaacLab to help accelerate cutting edge research

Are you dedicated, upbeat and dynamic with excellent analytical ability? Are you an engineer passionate and highly motivated about solving complex problems? If so, you may be a perfect fit for NVIDIA!

NVIDIA is widely considered to be one of the technology world's most desirable employers. We have some of the most forward-thinking and hardworking people in the world working for us. If you're creative and autonomous, we want to hear from you!

Our internship hourly rates are a standard pay based on the position, your location, year in school, degree, and experience. The hourly rate for our interns is 20 CAD - 63 CAD.

You will also be eligible for Intern benefits.
Applications for this job will be accepted at least until **December 7, 2025.**

Job Requirements

What we need to see:
• Pursuing a BS or MS in Computer Science or equivalent subject.
•Experience in software development with C++, Python
•Background with reinforcement learning, imitation learning, sensor simulation or synthetic data generation
Ways to stand out from the crowd:
• Experience writing accelerated computing code in CUDA or Warp
•Experience creating and optimizing synthetic data generation pipelines
•Prior experience with Isaac Sim, Isaac Lab, Isaac Gym, or Mujoco.
•You have already trained a robot in simulation and deployed the policy sim-to-real

Citizenship Requirement N/A

APPLICATION INFORMATION

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

Application Link:

https://nvidia.wd5.myworkdayjobs.com/NVIDIAExternalCareerSite/job/Canada-Toronto/Software-Engineering-Intern--Omniverse-Replicator---Summer-2026_JR2008720

Application Deadline: December 7, 2025.

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.