

Job Posting: 177347 - Position: S26 Gameplay Software Engineer Co-op (CANADA - UFC - 8 Months - Summer 2026) 177347

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/26/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/19/2026 02:51 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Gameplay Software Engineer Co-op (CANADA - UFC - 8 Months - Summer 2026) 177347
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	8 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	\$65,000 - \$70,000
Job Description	

Electronic Arts creates next-level entertainment experiences that inspire players and fans around the world. Here, everyone is part of the story. Part of a community that connects across the globe. A place where creativity thrives, new perspectives are invited, and ideas matter. A team where everyone makes play happen.

EA SPORTS is one of the most iconic brands in entertainment - connecting hundreds of millions around the world to the sports they love through a portfolio of industry-leading video games.

The EA SPORTS UFC franchise offers the electrifying spectacle and entertainment of MMA for over 20 million players across the globe. It delivers fluid and responsive mixed martial arts through inventive gameplay technology.

Located in Vancouver, British Columbia, the EA SPORTS UFC team is on a mission to become the world's greatest fighting game. If you're passionate about building immersive digital entertainment, this is the role of a lifetime.

We're looking for a **Gameplay Software Engineering Co-op (8-month term)** to join our UFC team! Reporting to a Senior Software Engineer, you will work on an intimate team and contribute to feature work and tech initiatives, where you will be trained on the game development process within EA and UFC's team.

Responsibilities:

- You will develop features for a cross-platform game.
- You will follow best practices to maximize game performance across multiple devices and platforms.
- You will write C/C++ code to ship with the game.

Job Requirements**Qualifications:**

- You must be available for a full-time paid internship from May 11 - December 18, 2026 (8-months).
- You must be enrolled in an accredited program in a related field.
- You must be returning to school for at least one semester following your work term with EA.
- You are familiar with C++.
- Please apply with as many examples of any projects/games/tools you've had major contributions to.
- Please be sure to describe what work you did if multiple people worked on it.

Resume Information:

- You must clearly indicate your expected graduation date in your resume to be considered.
- Are you interested in games? Let us know!
- Are you involved in any extra-curricular activities or clubs? We want to hear about them!

We are only considering students who can work in Canada, will be enrolled in an accredited degree program throughout this co-op and returning to school for at least one semester following your work term with us. You must be legally authorised to work in Canada on a full-time basis during the 4 month term. Visa sponsorship and relocation are not available for this position.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.

Application Link: **Gameplay Software Engineer Co-op (CANADA - UFC - 8 Months - Summer 2026) - 210887 - Electronic Arts**
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.