

## **Job Posting:174611 - Position: S26 Engine Programmer Intern (R27034) 174611B**

|                                |                          |
|--------------------------------|--------------------------|
| <b>Co-op Work Term Posted:</b> | 2026 - Summer            |
| <b>App Deadline</b>            | 10/28/2025 09:00 AM      |
| <b>Application Method:</b>     | Through Employer Website |
| <b>Posting Goes Live:</b>      | 10/21/2025 11:23 AM      |
| <b>Job Posting Status:</b>     | Approved                 |

### **ORGANIZATION INFORMATION**

|                         |            |
|-------------------------|------------|
| <b>Organization</b>     | Epic Games |
| <b>City</b>             | Montreal   |
| <b>Province / State</b> | QC         |
| <b>Country</b>          | Canada     |

### **JOB POSTING INFORMATION**

|                                      |   |
|--------------------------------------|---|
| <b>Placement Term</b>                | 2026 - Summer                                 |
| <b>&lt;b&gt; Job Title &lt;b&gt;</b> | S26 Engine Programmer Intern (R27034) 174611B |
| <b>Position Type</b>                 | Co-op Position                                |
| <b>Job Location</b>                  | Montreal, QC                                  |
| <b>Country</b>                       | Canada  |
| <b>Duration</b>                      | 4 months                                      |
| <b>Salary Currency</b>               | CAD   |
| <b>Salary</b>                        | 0.0 per hour for 0 Major List                 |
| <b>Job Description</b>               |   |

Product: Unreal Engine

Requisition ID: R27034

#### **WHAT MAKES US EPIC?**

At the core of Epic's success are talented, passionate people. Epic prides itself on creating a collaborative, welcoming, and creative environment.

Whether it's building award-winning games or crafting engine technology that enables others to make visually stunning interactive experiences, we're always innovating.

Being Epic means being a part of a team that continually strives to do right by our community and users. We're constantly innovating to raise the bar of engine and game development.

#### **PROGRAMMING - UNREAL ENGINE**

## **What We Do**

Unreal-powered projects have been on the bleeding edge of real-time entertainment for over 20 years. Our team of programming experts are always innovating to improve the tools and technology that empower content developers worldwide.

## **ENGINE PROGRAMMER INTERN**

### **What You'll Do**

Epic Games is looking for an Engine Programmer Intern to join our Developer Experience and Efficiency team. In this role, you'll work with experienced programmers to develop low-level tools to help identify performance and iteration problems or use them to improve content iteration performance of UE and UEFN. The ideal candidate will have a love of practical problem-solving and an affinity for improving the day-to-day workflow of other developers.

### **In this role, you will**

- Establish test workflows to validate correctness and prevent regressions of our content creator workflows in UE and UEFN
- Work on performance tooling to help identify performance bottlenecks or facilitate data analysis
- Develop custom tools and pipelines for other programmers or content creators to help them better achieve their goals
- Work with other senior programmers to profile and optimize critical paths of UE and UEFN editor iteration workflow

## **ABOUT US**

Epic Games spans across 25 countries with 46 studios and 4,500+ employees globally. For over 25 years, we've been making award-winning games and engine technology that empowers others to make visually stunning games and 3D content that bring environments to life like never before. Epic's award-winning Unreal Engine technology not only provides game developers the ability to build high-fidelity, interactive experiences

for PC, console, mobile, and VR, it is also a tool being embraced by content creators across a variety of industries such as media and entertainment, automotive, and architectural design. As we continue to build our Engine technology and develop remarkable games, we strive to build teams of world-class talent.

### **Like what you hear? Come be a part of something Epic!**

Epic Games deeply values diverse teams and an inclusive work culture, and we are proud to be an Equal Opportunity employer. Learn more about our Equal Employment Opportunity (EEO) Policy [here](#).

**Note to Recruitment Agencies:** Epic does not accept any unsolicited resumes or approaches from any unauthorized third party (including recruitment or placement agencies) (i.e., a third party with whom we do not have a negotiated and validly executed agreement). We will not pay any fees to any unauthorized third party. Further details on these matters can be found [here](#).

### **Job Requirements**

#### **What we're looking for**

- C++ skills and knowledge of programming principles
- Some knowledge about multithreaded code
- Interested in low level systems and API design
- Someone who is passionate, solution-oriented and proactive
- An interest in UX and workflow design would be preferable

*This internship has a flexible start date in 2026. Recruitment will be ongoing until teams find an ideal match. Applicants must be legally authorized to work in the posting location for the duration of the internship. For more information about Epic's Early Career Program, visit [epicgames.com/earlycareers](https://epicgames.com/earlycareers). This is going to be Epic!*

**Citizenship Requirement**

N/A

## APPLICATION INFORMATION

**Application Procedure** Through Employer Website

### **Special Application Instructions**

Application Link: <https://www.epicgames.com/site/en-US/careers/jobs/5672029004>

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.