

Job Posting:170926 - Position: F25 Unreal Engine Software Engineering Intern 170926B

Co-op Work Term Posted:	2025 - Fall
App Deadline	06/30/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	06/23/2025 03:34 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Inworld
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Fall
 Job Title 	F25 Unreal Engine Software Engineering Intern 170926B
Position Type	Co-op Position
Job Location	Remote
Country	Canada
Duration	4 months
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	\$35-45/hr

Job Description

Why Join Inworld

Inworld is the leading provider of AI technology for real-time interactive experiences, with a \$500 million valuation and backing from top tier investors including Intel Capital, Microsoft's M12 fund, Lightspeed Venture Partners, Section 32, BITKRAFT Ventures, Kleiner Perkins, Founders Fund, and First Spark Ventures.

Inworld provides the market's best framework for building production ready interactive experiences, coupled with dedicated services to optimize specific stages of development - from design and development, to ML pipeline optimization and custom compute infrastructure. We help developers bring their AI engines in-house with a framework optimized for real-time data ingestion, low latency, and massive scale. Inworld powers experiences built by Ubisoft, NVIDIA, Niantic, NetEase Games and LG, among others, and has partnerships with key industry players such as Microsoft Xbox, Epic Games, and Unity.

Inworld was recognized by CB Insights as one of the 100 most promising AI companies in the world in 2024 and was named among LinkedIn's Top Startups of 2024 in the USA.

At [Inworld AI](#), we are creating tools and systems that enable builders (from games to apps and beyond) scale and evolve their AI-powered experiences and realize amazing experiences for end users. See our CEO's [recent LinkedIn post](#) for a distillation of this vision.

While we are solving for a broad range of AI-based challenges, games remain a core pillar of what we are passionate about and where we see the most engaged and successful customers to date. The era of "AI-native" games is emerging (see our customer Wishroll for a [good case study](#)), and more classic AA and AAA games are also leaning into LLM-based AI experiences. Unreal-based 2D and 3D worlds will be a key foundation for many of these experiences.

We are seeking Unreal Engine Software Engineering Interns who are passionate about creating tools and systems for next generation, AI-powered Games and Immersive Experiences in Unreal. The ideal candidate is excited to work with cutting edge

Role + Responsibilities

As Unreal Engine Software Engineering Intern at Inworld, you'll:

- Contribute to how our AI library binds into and enriches the Unreal game engine with AI superpowers.
- Build and extend Unreal-based test automation, using tools like Automation Test Framework, Gauntlet, and Horde.

Through this work, you'll:

- Learn how a high-performance AI library is structured and exposed in Unreal.
- Help create a smooth developer experience for our AI tools.
- Design and run rigorous automated tests for these capabilities.
- Be mentored by senior Unreal engineers with deep industry experience.

We're a small company, so even in a few months you will have a meaningful impact on our technology offerings. So if you love building, this is the internship for you!

Work location: British Columbia, Canada (Remote)

The hourly pay range for this internship position in BC is between C\$35-C\$45, depending on skills and prior experience.

Job Requirements

Minimum Qualifications

- Holding or currently pursuing a Bachelor's, Master's, or PhD in Computer Science or a related technical field.
- Experience with Data Structures or Algorithms.

Preferred Qualifications

- Previous experience with Unreal Engine beyond just coursework.
- Experience in game design and development.
- Experience working with Generative AI tools.
- Experience creating or extending Unreal Engine plugins/modules.
- Experience writing tests (unit, functional, etc) in Unreal Engine.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Cover Letter Required? Yes

Address Cover Letter to Hiring Manager

Special Application Instructions

Application Link: <https://job-boards.greenhouse.io/inworldai/jobs/4767795007>

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.