Job Posting:175770 - Position: S26 2026 Canada Summer Internship - Tech Design - Sledgehammer Games 175770

Co-op Work Term Posted:	2026 - Summer
App Deadline	12/09/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	12/02/2025 03:13 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Activision Blizzard
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 2026 Canada Summer Internship - Tech Design - Sledgehammer Games 175770
Position Type	Co-op Position
Job Location	Toronto, ON
Country	Canada
Duration	4 months
Work Mode	In-Person
Salary Currency	CAD
Salary	31.25 per hour for 0 Major List
Job Description	

Job Description:

At Activision Blizzard we are dedicated to creating the most epic entertainment
experiences. Driven by our company values and passion, Activision Blizzard creates worlds with the focus to entertain the
universe. We are looking for talented and innovative students to join our team for the summer of 2026. All interns will receive a
meaningful project and an unparalleled experience. We'll provide the tools and resources you need to learn. The challenging and
creative work you do throughout your internship will directly impact the team you are contributing to.

All internships will be conducted in-person. Hosting managers will determine when and how often interns work in the office.
Interns living 150km+ away from the office location will have the option to opt into relocation services.

Technical Designer Intern:

In this role, you'll support the design team in prototyping gameplay ideas and implementing game systems. You'll gain hands-on
experience turning design concepts into playable content, learning how to work within an existing scripting
framework and collaborating across disciplines to help bring our games to life.
You'll be encouraged to develop a strong design sense and contribute to creating
compelling content that resonates with players. This is a great opportunity to learn from experienced developers in a fast-paced,
creative environment.

Responsibilities may include:
• Prototyping gameplay ideas and implementing game systems using our scripting language
• Learn and navigate our existing script base to support designers and content creators
• Work with other designers and almost all other disciplines to collaborate daily on systems and content
• Help document systems, workflows, and contribute to defining best practices.

• Participate in playtests and provide feedback to improve gameplay quality.

Activision Blizzard, Inc., is one of the world's largest and most successful interactive entertainment companies and is at the intersection of media, technology and

entertainment. We are home to some of the most beloved entertainment franchises including Call of Duty®, World of Warcraft®, Overwatch®, Diablo®, Candy Crush™ and Bubble Witch™. Our combined entertainment network delights hundreds of millions of monthly active users in 196 countries, making us the largest gaming network on the planet! Our ability to build immersive and innovative worlds is only enhanced by diverse teams working in an inclusive environment. We aspire to have a culture where everyone can thrive in order to connect and engage the world through epic entertainment. We provide a suite of benefits that promote physical, emotional and financial well-being for 'Every World' - we've got our employees covered!
The video game industry and therefore our business is fast-paced and will continue to evolve. As such, the duties and responsibilities of this role may be changed as directed by the Company at any time to promote and support our business and relationships with industry partners.

The standard base pay range for this role is $31.25 CAD per hour. This value is the expected hourly base pay of interns in Ontario, Canada. Your Talent Professional can share additional details for this role during the hiring process.

Job Requirements

Player Profile:
• Currently enrolled in a post-secondary education or graduate program (Game Design, Computer Science, Interactive Media, or equivalent program preferred)
• Graduating Dec 2026 - June 2027
• Available to participate in a 12-week internship starting mid-May
• Currently residing in Canada or open to relocating oneself to Canada
• Exhibits learning agility; has the ability to think differently, and/or grasp and apply new skills and concepts
• Approaches problems in a clear, well-organized, and solutions-oriented manner
• Works well with others and contributes to team tasks
• Able to effectively communicate problems, solutions, needs, or priorities
• Is engaged, seeks to learn, and is able to manage time effectively
• Able to collaborate with other designers and engineers
• Applicants must apply with a resume and a link to their portfolio to be considered

What we're looking for:
• A passion for game design and interactive systems.
• Familiarity with scripting or programming (e.g., LUA, Python, C#, Javascript and/or other script languages)
• Familiarity with the Visual Studio Code IDE
• Game knowledge and an understanding of the design principles behind games

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: https://careers.activision.com/job/ACPUUSR026335EXTERNAL/2026-Canada-Summer-Internship-Tech-Design-Sledgehammer-

Games?utm_source=linkedin&utm_medium=phenom-feeds

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.