

## **Job Posting:174640 - Position: S26 Software Development Intern 174640**

<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 02:39 PM
<b>Job Posting Status:</b>	Approved

### **ORGANIZATION INFORMATION**

<b>Organization</b>	Electronic Arts (EA Canada) Inc.
<b>Country</b>	Canada

### **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Summer
<b>&lt;b&gt; Job Title &lt;/b&gt;</b>	S26 Software Development Intern 174640
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Vancouver, BC
<b>Country</b>	Canada
<b>Duration</b>	4 months
<b>Work Mode</b>	Hybrid
<b>Salary Currency</b>	CAD
<b>Salary</b>	0.0 per hour for 0 Major List
<b>Salary Range \$</b>	\$65,000 - \$70,000
<b>Job Description</b>	

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.

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***Electronic Arts is looking for Bachelors students to join our world-class internship experience. For more information about our Emerging Talent Programme, visit <https://www.ea.com/careers/interns-and-university-graduates>***

Full Circle is a new studio based in Vancouver, with team members around the globe, embracing a remote-working, geo-diverse team and culture. We are all about having fun, taking chances and making great games that people want to play with their friends. Working on the next evolution of Skate, we are set to provide an experience to embrace and build upon everything that makes this franchise so special.

We are looking for a Software Engineering Co-op to join our Skate team. This is an opportunity to join us in the early stages of development. We are looking for a candidate with experience with games to join a veteran team of game developers who are excited to share their experience building AAA games.

This is a paid internship and is open to Canadian students who are set to graduate between December 2026 through June 2027. You will report into a Senior Software Engineer at Full Circle for this Co-op.

**Responsibilities of the Role:**

- Report directly to a Software Engineering lead
- Collaborate with content creators and software engineers to help improve team workflows
- Author, iterate and maintain core tools and libraries
- Write systems that can scale.

**Job Requirements**

**Technical Qualifications:**

- Enrolled in a B.Sc. in Computer Science or related field
- Experience with C++
- Experience in object-oriented design and implementation
- Demonstrated knowledge of good software engineering practices
- Knowledge of memory management, multiple processor use, and runtime optimization
- Knowledge of how to use a debugger
- Experience with another programming language(s) (C# or Java) and platforms (tablets, game console) is a major plus
- Knowledge of source code management: Perforce

You **must** be available for a hybrid **full-time** paid internship out of EA Vancouver Area in the summer of 2026.

We are considering **Bachelors** students who are enrolled in an accredited degree programme in the summer of 2026, slated to graduate **no earlier than December 2026**. You must be legally authorised to work in Canada on a full-time basis during the 16-week internship. Visa sponsorship is not available for this position.

**Please ensure that your graduation date is visible on your resume.**

**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://jobs.ea.com/en\\_US/careers/JobDetail/Software-Development-Intern/210913?source=LinkedIn](https://jobs.ea.com/en_US/careers/JobDetail/Software-Development-Intern/210913?source=LinkedIn)

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.