

Job Posting:174081 - Position: S26 C++ Software Engineer Co-op (FC - 8-Months - Summer 2026) 174081

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/17/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/03/2025 03:54 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 C++ Software Engineer Co-op (FC - 8-Months - Summer 2026) 174081
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	8 months
Work Mode	To be confirmed
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.

Building on an incredible 30-year foundation, we're redefining football with EA SPORTS FC - a genre-leading ecosystem of interactive experiences, bringing a global community of football fans closer to The World's Game. Together, we're taking the largest football club in the world to new heights - and this is just the beginning!

With more opportunity than ever to innovate and create new, authentic experiences that bring joy, inclusivity, and immersion to fans everywhere, we invite you to join us as we pioneer the future of football with EA SPORTS FC, and welcome everyone to the club!

We're looking for a **C++ Software Engineer Co-op** to join our world-class paid internship experience. You will report to the Development Director. We are considering hybrid work options.

Responsibilities:

- You will work with the game's UI tech stack.
- You will get to design, implement, debug and maintain code for game features and/or components.
- You will communicate with engineers from across the company to deliver the next generation of online features for both established and not-yet-released games.
- You will collaborate with different teams of technical and non-technical game developers, locally and remotely.

Job Requirements

Qualifications:

- You must be available for a full-time paid internship from **May 11 - December 18, 2026.**
- 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 have knowledge of C++ programming language.
- You are passionate about learning engineering best practices.

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 slated to graduate no earlier than May 2027. You must be legally authorised to work in Canada on a full-time basis during the 8 month Co-op 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: C++ Software Engineer Co-op (FC - 8-Months - Summer 2026) -
210935 - 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.