

Job Posting:174572 - Position: S26 Tech Art Intern (R27029) 174572B

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/27/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/20/2025 01:52 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Epic Games
City	Montreal
Province / State	QC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Tech Art Intern (R27029) 174572B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Job Description	

Product Fortnite

Company Epic Games

Requisition ID R27029

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 - GAMES

What We Do

Unreal projects have been leading the pack of real-time entertainment with our constantly growing team of programming experts. We're always improving on the tools and technology that empower content developers worldwide.

TECH ART INTERN

What You'll Do

Help bring our games alive through the creation of various material effects inside of Unreal Engine and UEFN. You'll work alongside a world class team of artists and software developers to push the limits of technology and creativity inside of the FN universe.

In this role, you will

- Create materials for cosmetic & gameplay items inside of the Fortnite universe
- Work in tandem with character, animation and gameplay teams to bring visuals to life
- Create basic scripts for asset automation and exporting
- Optimize content to run across the full gamut of Fortnite's varying platforms

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. This is going to be Epic!

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

- Someone who rides the line between programming and art (and excels at both)
- An excitement for creating materials in a real-time environment
- Have a basic understanding of blueprints (or equivalent scripting language)
- Understand the basics of physical materials, lighting and how they translate into a realtime game engine

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/5668034004?gh_jid=5668034004&gh_src=32b5d0474us

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.