

Job Posting:170840 - Position: F25 Software Engineer Intern - Fall 2025 170840

Co-op Work Term Posted:	2025 - Fall
App Deadline	07/02/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	06/18/2025 03:59 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Fall
 Job Title 	F25 Software Engineer Intern - Fall 2025 170840
Position Type	Co-op Position
Job Location	Various Locations
Country	Canada, USA
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	\$65,000 - \$70,000
Job Description	

Locations: Toronto (Glu Mobile), Ontario, Canada

- Toronto (Glu Mobile)
- Canada
- Kirkland
- United States of America

Role ID

204169

Worker Type

Intern - Temporary Employee

Studio/Department

EA Mobile - PopCap

Work Model

Hybrid

Description & Requirements

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.

Software Engineering Intern Fall 2025

WE WANT YOUR BRAINS... PopCap is looking for brainy and skillful people with a passion for making the world's best games. What's in it for you? A super-fun environment, rewarding work, and lots of great perks. PopCap is looking for a software engineer to

add to our Plants vs. Zombies franchise, contributing to features and tools for our in-development game Plants vs. Zombies 3. As an engineer, you will build features, tools, infrastructure, and fix bugs. You will work directly with other accomplished software engineers, artists, and designers to help continue delivering a long running and beloved IP to our players, Plants vs Zombies!

PAY RANGES

- * British Columbia (depending on location e.g. Vancouver vs. Victoria) * \$65,000 - \$70,000 CAD
- * California (depending on location e.g. Los Angeles vs. Sacramento) * \$24 - \$38 USD
- * Colorado (depending on location e.g. Denver vs. Colorado Springs) * \$21 - \$25 USD
- * Jersey City, NJ * \$24 - \$38 USD
- * New York (depending on location e.g. Manhattan vs. Buffalo) * \$24 - \$38 USD
- * Washington (depending on location e.g. Seattle vs. Spokane) * \$24 - \$33 USD

Job Requirements

Experience:

- Proficiency in C# or similar (C++, Java)
- Experience with Unity game engine or similar
- Experience with CI/CD tools (Jenkins, GitLab) is a bonus

Electronic Arts is looking for students to join our world-class internship experience. Summer and Fall 2025 will be better than ever as we bring all interns together on-site for orientation week and prep students for the future ways of work by offering remote and hybrid opportunities depending on your location. For more information about our Next-Gen Program, visit

<https://www.ea.com/careers/interns-and-university-graduates>

You must be available for a full-time paid internship in the Summer or Fall of 2025.

We are only considering students who will be enrolled in an accredited degree program in the Summer or Fall of 2025, slated to graduate no earlier than December 2025, May 2026 for Fall Internships. Applicants must be legally authorized to work in the US or Canada on a full-time basis during the 3 month Internship or 4 month co-op. Visa sponsorship is 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: Software Engineer Intern - Fall 2025 - 204169 - 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.