Job Posting: 177300 - Position: S26 Software Engineer Intern- 210869 177300

Co-op Work Term Posted: 2026 - Summer
App Deadline 01/26/2026 09:00 AM
Application Method: Through Employer Website
Posting Goes Live: 01/19/2026 10:45 AM
Job Posting Status: Approved

ORGANIZATION INFORMATION

Organization Electronic Arts (EA Canada) Inc.
Country Canada

JOB POSTING INFORMATION

Placement Term 2026 - Summer
<b> Job Title <b> S26 Software Engineer Intern- 210869 177300
Position Type Co-op Position
Job Location Vancouver, BC
Country Canada
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

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.

Electronic Arts is looking for students to join our world-class internship experience. Summer 2026 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 hybrid opportunities. For more information about our Emerging Talent Program, visit https://www.ea.com/careers/interns-and-university-graduates

Game Server Hosting
It's not enough to launch a game server process in the cloud and hope for the best. Many steps are required to go from building a game server to running it at scale. Server executables need to be packaged, global infrastructure needs to be provisioned, server instances need to be scaled to match demand, and metrics, logging, and alerting need to be configured to provide visibility to what is happening in these servers. Game Server Hosting takes care of this, so the game studios can focus on what they're great at: making amazing games!

We are looking for an intern to join us in providing a world class game server hosting platform to our studios. You will design, implement and release a feature that directly impacts the multiplayer games EA makes, while receiving mentorship from our team of fantastic engineers.

Responsibilities:

• You will lead the design, implementation and release of a new feature for the Game Server Hosting platform.

•You will participate in design discussions, code reviews and general team activities

•You will operate live services and troubleshoot production issues

Job Requirements

Qualifications, Experience and Expectations:

• Comfortable in a C-based language (e.g. C, C#, Java)

•Bonus: experience with Golang, familiarity with Kubernetes, Terraform, GitOps, and Cloud technologies

You must be available for a full-time paid internship in the summer of 2026.

At this time, we are considering Undergrad students who will be enrolled in an accredited degree program in the summer of 2026, slated to graduate no earlier than December 2026. Applicants must be legally authorized 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-Engineer/210869?recommendation=&source=LinkedIn&tags=

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.