

Job Posting:171786 - Position: F25 Game Developer Intern 171786

Co-op Work Term Posted:	2025 - Fall
App Deadline	08/21/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	08/07/2025 09:37 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Vibe Labs Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Fall
 Job Title 	F25 Game Developer Intern 171786
Position Type	Co-op Position
Job Location	Remote
Country	Canada
Duration	4 months
Salary Currency	CAD
Salary	18.5 per hour for 0 Major List
Salary Range \$	\$18.50-\$20.00
Job Description	

Job Title: Game Developer Intern, Fall 2025

Full job description

Join our creative team and contribute to the development of our innovative local co-op game. This is a unique opportunity to gain hands-on experience in the game industry, working on cutting-edge multiplayer mechanics and cross-platform systems.

Check our previous work - *DragonMage: Roguelike Survival* on Android.

Please Note:

We will prioritise students who meet eligibility criteria for the WIL Digital ICTC program for this internship.

To show us your coding capabilities, please include a link to your portfolio. Applications without a portfolio link in the submission comments cannot be processed. We're eager to see your work and how you can contribute to our ambitious project.

Selected candidates will be contacted for an interview and a **home assignment**.

Best of luck, and we send our warmest wishes to all applicants!

Key Responsibilities:

- Assist in the development and implementation of core gameplay mechanics and systems using Unity
- Support multiplayer networking features and cross-platform functionality
- Collaborate with the team to integrate assets and optimize performance for multiple platforms
- Perform debugging, testing, and optimization tasks to ensure smooth gameplay across devices
- Continuously seek to improve your skills and stay updated on industry trends and techniques

About Our Company:

We are a remote-first indie game studio based in Vancouver, BC. Our team consists of experienced developers, artists, and designers all working collaboratively to create accessible multiplayer experiences that bring people together.

Job Types: Full-time, Internship / Co-op

Contract length: 4 months

Pay: \$18.50-\$20.00 per hour

Benefits:

- Flexible schedule
- Work from home

Work Location: Remote**Job Requirements****Qualifications:**

- Current student eligible for a 4-month internship during Fall 2025 (Sep-Dec)
- Strong experience with Unity projects (school or personal projects)
- Proficiency in C# programming with understanding of performance optimization
- Ability to work effectively in a remote, team-oriented environment
- Passion for games and a desire to create engaging multiplayer experiences

Bonus Skills:

- Familiarity with Unity ECS/DOTS for performance-critical applications
- Experience with multiplayer networking (WebRTC, Unity Netcode, or similar)
- Knowledge of VFX creation tools (Unity VFX Graph, Particle Systems)
- Understanding of cross-platform development and optimization techniques
- Interest in innovative input methods and user experience design

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website**Cover Letter Required?** Optional**Special Application Instructions****Application Link:**

<https://ca.indeed.com/job/game-developer-intern-fall-2025-990b8992eb3a2ebb>

Application question(s):

- Please share the link to your portfolio:
- When do you graduate?
- Have you worked with Unity's ECS/DOTS system?
- Describe a challenging Unity problem you have solved and how you approached it:
- Have you ever created your own game or major game prototype? Briefly describe what you built and what systems you implemented:

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.