Job Posting:174940 - Position: S26 Engine Rendering Programmer Intern (R27050) 174940B

Co-op Work Term Posted:	2026 - Summer
App Deadline	11/06/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/30/2025 04:39 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Epic Games
City	Montreal
Province / State	QC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 Engine Rendering Programmer Intern (R27050) 174940B
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

Unreal Engine

Requisition ID

R27050

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.

ENGINE RENDERING PROGRAMMER INTERN

What You'll Do

We are looking for a Rendering Programmer Intern to help us improve Unreal Engine. As part of the rendering team, you will be using C++ and HLSL to develop new rendering systems for our customers. We have a variety of open areas from global illumination to machine learning to integrating UEFN and scene graphs and are willing to target the work to the candidate.

In this role, you will

•Work with your lead to scope out a reasonable project based on interests and skillset

•Interact with coworkers to refine your work output and hit our quality standards

•Manage and enhance tools that go along with features; ensuring they are useable and appropriate for artists, games, and the engine

•Ship your work in a UEFN or UE release

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

- Solid C++ and HLSL language expertise
- Familiarity with modern hardware rendering pipelines
- Existing coursework or personal projects in computer graphics or related discipline
- Knowledge and proficient application of 3D math, rendering algorithms, and data structures

• Performance minded development and optimization skills
• Strong communication and follow-through working with others to develop
  and iterate on features/tools

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/5675217004?gh_jid=5675217004&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.