Job Posting:174722 - Position: W26 Software Engineer - Front End - DigiBC Work Placement 174722B

Co-op Work Term Posted:	2026 - Winter
App Deadline	10/31/2025 11:59 PM
Application Method:	Through Employer Website
Posting Goes Live:	10/22/2025 04:21 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Cognitive3D
City	Vancouver
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
<b> Job Title <b>	W26 Software Engineer - Front End - DigiBC Work Placement 174722B
Position Type	Co-op Position
Job Location	Hybrid or Remote
Country	Canada
Duration	4 months
Work Mode	Hybrid
	Fully Remote
	To be confirmed
Salary Currency	CAD
Salary	25.0 per hour for 40 Major List
Job Description	

Software Engineer - Front End Intern
Cognitive3D
Location: Hybrid/Remote
Job Type: Full-Time (40hrs/week)
Duration: January - April 2026
Salary: $25/hour

Join our engineering team as a Software Engineer - Front End Intern. You'll help improve the structure, performance, and maintainability of our web applications through stronger test coverage, component refactoring, and developer-experience enhancements. You'll contribute to production code and learn how large-scale analytics and visualization platforms are built and operated. While the focus is front-end, you'll have the option to explore backend work on Taurus, our glTF optimization microservice.

What You'll Do

•Strengthen the web codebase: add tests, refactor components, improve build/dev tooling, and raise accessibility & performance baselines.

•Build and iterate on UI features using TypeScript, collaborating with design and platform teams; instrument features for telemetry.

•Explore WebGL tasks and 3D rendering with Three.js for interactive data views.
•Document decisions, write crisp PRs, and contribute to developer experience (linting, CI, scripts) so the whole team moves faster.
•A chance to ship targeted fixes/optimizations to Taurus (GLTF optimization processing), partnering with a mentor for architecture and code walkthroughs.

This position is part of DigiBC's Work Placement Program, which supports post-secondary students by providing experiential learning opportunities in animation, video games, visual effects, and XR. As a part of this program, participating students benefit from customized orientation workshops, e-learning resources, mentoring support, and opportunities to build their professional network in the creative technology industry. Subsidy funding for this position is made available through the Student Work Placement Program (SWPP) grant administered by the ICTC WIL Digital program. This position is open to students who are registered at ACE WIL accredited public post-secondary institutions, reside in British Columbia, and are Canadian Citizens, Permanent Residents, or Protected Persons as defined by the Immigration and Refugee Protection Act.

Job Requirements

Qualifications & Learning Opportunity
• Currently enrolled in Computer Science, Software Engineering, or a related program (or equivalent experience).
•Solid JavaScript/TypeScript fundamentals and front-end experience (projects, internships, or coursework).
•Comfortable collaborating, troubleshooting, and writing maintainable code with version control (Git)
•Learn what code does, why it's written; trade-offs, constraints, and architecture in production systems.
•Practical front-end engineering at scale: testing strategy, performance budgets, accessibility checks, CI/CD hygiene, and observability.

Citizenship Requirement   Canadian & Permanent Residents & Refugees Only

APPLICATION INFORMATION

Application Procedure   Through Employer Website
Cover Letter Required?   Optional
Address Cover Letter to   Hiring Manager
Special Application Instructions

Please forward your application to wpo@digibc.org.
Please ensure to include a portfolio of your work to support your CV's.