

Job Posting: 178527 - Position: S26 Intern, Software Development (Special Projects) 178527B

Co-op Work Term Posted:	2026 - Summer
App Deadline	02/27/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	02/20/2026 03:47 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Audiokinetic
City	Montreal
Province / State	QC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Intern, Software Development (Special Projects) 178527B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List

Job Description

Join our team for Summer 2026 and experience Audiokinetic!

The Special Projects team at Audiokinetic is the bridge between audio technology and the global Wwise ecosystem. We are a versatile software development team that thrives on variety-one day we're building powerful 3rd-party plugins for industry partners, and the next we're refining Strata, our groundbreaking sound library.

We invite you to join us as an intern to take on a role that offers technical challenges and an impact on the developer experience.

You won't just be observing; you'll be an active contributor, helping us shape the tools that creators use every day.

What will you do?

The work generally involves, but is not limited to, the following tasks:

- Develop a sample "game" that integrates our major plugins across all platforms on Unity and/or Unreal.
- Facilitate and standardize manual testing framework to ensure consistency across releases, Wwise updates, and platform-specific builds.
- Author detailed guides on installation and project usage for the QA team.
- Create an internal version of our integration demo for Readspeak that packages all voices and all languages.
- Ensure the demo serves as official submission criteria for our partners by verifying that it successfully loads and runs all voices across all target platforms.

Why join the Audiokinetic team?

Audiokinetic is the leading provider of cross-platform audio solutions for interactive media and gaming, and sets new standards in interactive audio production for location-based entertainment, automotive, consumer electronics, and training simulation. A trusted and strategic partner to the world's largest interactive media developers and OEMs, Audiokinetic has a long-established ecosystem

of allies within the audio industry and amongst platform manufacturers. The company's middleware solutions include the award-winning Wwise® and SoundSeed®, as well as Wwise Automotive™ and Strata™.

Audiokinetic, a Sony Group Company, is headquartered in Montréal, Canada, and has subsidiaries in Tokyo, Japan, Shanghai, China, and Hilversum, the Netherlands.

We seek people who are passionate about interactive audio in games, virtual reality, and interactive experiences. We celebrate creativity, curiosity, attention to detail, collaboration, autonomy, and initiative. Our inclusive work environment empowers everyone to share their unique perspectives, fostering a culture where the best ideas shine-no matter the role.

Job Requirements

What do you bring to the team?

- Hands-on experience with Unity and/or Unreal Engine.
- Experience with C++.
- Experience with C# (Unity) / Blueprints (Unreal) and Visual Studio.
- An interest in video game audio technology and interactive media.
- An interest in developing testing frameworks and exploring automation.

Audiokinetic has adopted a flexible, hybrid work style to meet the team's needs while allowing in-person collaborative moments determined by the team.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

APPLICATION LINK: <https://job-boards.greenhouse.io/audiokinetic-en/jobs/4115430009>

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.