Job Posting:175173 - Position: S26 Software Engineer Intern 175173

Co-op Work Term Posted:	2026 - Summer
App Deadline	11/20/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	11/06/2025 01:28 PM
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 175173
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Work Mode	To be confirmed
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Salary Range $	$60,000 - $65,000

Job Description

Role ID: 210884

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.

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

What You'll Do…

•Develop and refine user interface components that align with design and technical specifications.

•Assist with debugging, testing, and investigating issues to enhance performance, quality, and stability.

•Collaborate with engineers, designers and other stakeholders to review tickets, clarify requirements, and support player-facing web experiences.

•Participate in code reviews and contribute to maintaining clean, reusable, and well-documented code.

•Learn and apply best practices in modern front-end development, including build, testing, and deployment workflows.

COMPENSATION AND BENEFITS

The base salary ranges listed below are for the defined geographic market pay zones in these states. If you reside outside of these locations, a recruiter will advise on the base salary range and benefits for your specific location. EA has listed the hourly pay ranges it in good faith expects to pay applicants for this role in the locations listed, as of the time of this posting. Salary offered will be determined based on numerous relevant business and candidate factors including, for example, degree type (e.g. Bachelor's,

Master's, PhD), what stage you are in your degree journey (i.e. freshman, sophomore, etc.), qualifications, certifications, experience, skills, geographic location, and business or organizational needs.

PAY RANGES

* British Columbia (depending on location e.g. Vancouver vs. Victoria) *$60,000 - $65,000 CAD

The hourly pay is just one part of the overall compensation at EA. We also offer a package of benefits including 80 hours per year of sick time (prorated based on scheduled hours per week if less than full-time), 16 paid company holidays per year, medical insurance, and 401(k).

About Electronic Arts

We're proud to have an extensive portfolio of games and experiences, locations around the world, and opportunities across EA. We value adaptability, resilience, creativity, and curiosity. From leadership that brings out your potential, to creating space for learning and experimenting, we empower you to do great work and pursue opportunities for growth.

We adopt a holistic approach to our benefits programs, emphasizing physical, emotional, financial, career, and community wellness to support a balanced life. Our packages are tailored to meet local needs and may include healthcare coverage, mental well-being support, retirement savings, paid time off, family leaves, complimentary games, and more. We nurture environments where our teams can always bring their best to what they do.

Electronic Arts is an equal opportunity employer. All employment decisions are made without regard to race, color, national origin, ancestry, sex, gender, gender identity or expression, sexual orientation, age, genetic information, religion, disability, medical condition, pregnancy, marital status, family status, veteran status, or any other characteristic protected by law. We will also consider employment qualified applicants with criminal records in accordance with applicable law. EA also makes workplace accommodations for qualified individuals with disabilities as required by applicable law.

Job Requirements

Qualifications...

• You are currently enrolled in a Bachelor's Degree granting program in Computer Science, Software Engineering, or a related field
•You must be available for a full-time paid internship in the summer of 2026
•Working knowledge of modern front-end technologies, including React, JavaScript/TypeScript, HTML, and CSS.
•Familiarity with version control systems (e.g., Git) and front-end tooling such as npm or similar package managers.
•Strong problem-solving skills and eagerness to learn in a collaborative, fast-paced environment.
You must be available for a full-time paid internship in the summer of 2026 based out of EA Vancouver.
We are only considering 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.

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-Engineering-Intern/210884?source=LinkedIn

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.