

Job Posting:174611 - Position: S26 Engine Programmer Intern (R27034) 174611B

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/28/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/21/2025 11:23 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Epic Games
City	Montreal
Province / State	QC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Engine Programmer Intern (R27034) 174611B
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: R27034

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 - UNREAL ENGINE

What We Do

Unreal-powered projects have been on the bleeding edge of real-time entertainment for over 20 years. Our team of programming experts are always innovating to improve the tools and technology that empower content developers worldwide.

ENGINE PROGRAMMER INTERN

What You'll Do

Epic Games is looking for an Engine Programmer Intern to join our Developer Experience and Efficiency team. In this role, you'll work with experienced programmers to develop low-level tools to help identify performance and iteration problems or use them to improve content iteration performance of UE and UEFN. The ideal candidate will have a love of practical problem-solving and an affinity for improving the day-to-day workflow of other developers.

In this role, you will

- Establish test workflows to validate correctness and prevent regressions of our content creator workflows in UE and UEFN
- Work on performance tooling to help identify performance bottlenecks or facilitate data analysis
- Develop custom tools and pipelines for other programmers or content creators to help them better achieve their goals
- Work with other senior programmers to profile and optimize critical paths of UE and UEFN editor iteration workflow

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

- C++ skills and knowledge of programming principles
- Some knowledge about multithreaded code
- Interested in low level systems and API design
- Someone who is passionate, solution-oriented and proactive
- An interest in UX and workflow design would be preferable

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!

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/5672029004>

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.