Job Posting:174008 - Position: S26 AI Engineer Intern 174008

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/09/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/02/2025 01:04 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 AI Engineer Intern 174008
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Salary Range $	$65,000 - $70,000 CAD
Job Description	

Description & Requirements

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.

Electronic Arts is looking for high performing students to join our world-class internship experience. Summer 2026 will be better than ever as we bring all interns together on-site for orientation week and prep students for the future ways of work by offering remote and hybrid opportunities depending on your location. For more information about our Emerging Talent Program, visit **https://www.ea.com/careers/interns-and-university-graduates**

The Infrastructure and Platform Services (IPS) team serves as the backbone of EA's global ecosystem, supporting the creation of exceptional games and immersive player experiences. We offer essential platforms such as Cloud, Commerce, AI, Gameplay Services, Identity, and Social. By delivering reusable capabilities, we enable game teams to seamlessly integrate our services, allowing them to concentrate on crafting some of the world's best games and fostering meaningful connections with players. As the driving force behind the scenes, we ensure everything works in harmony. Join us in shaping the future of play.

The Challenge Ahead

The AI Platform team delivers centralized AI resources across all Electronic Arts franchises, crafting AI and Generative AI solutions alongside a shared AI infrastructure for company-wide application. Our team employs a state-of-the-art, cloud-based tech stack equipped with top-tier tools to support initiatives such as data modeling, model training and fine-tuning, and agent development. We provide solutions and platforms that empower the future of game development, marketing, sales, and player experiences. As a Software Engineer with expertise in AI/ML systems and platform development, you will help create a scalable **AI Platform**. You will report to the Senior Manager of the AI Platform team.

Responsibilities:

• Develop key AI infrastructure components to support end-to-end machine learning lifecycle operations.
• Establish scalable, secure, and reliable cloud-based platforms for large-scale data analysis, model development, validation, and deployment in real-time applications.
• Design and implement efficient, automated customer-facing processes and workflows that leverage AI platform technologies.
• Work with producers, data scientists, ML engineers, and game developers to seamlessly integrate machine learning solutions into live services, ensuring effective model deployment and performance in production environments.
• Design and implement cloud solutions using AWS, GCP, or Azure to support scalable machine learning workloads with high availability.
• Manage and operate commercial tools and platforms such as Databricks, AWS and GCP.
• Optimize the platform and deployed models for performance, security, scalability, and cost efficiency in real-time, live environments.

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) *$65,000 - $70,000 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:

• Currently enrolled in a Master's degree in Computer Science, Electrical Engineering or related fields focusing on AI/ML systems or platform development.
• Proficiency in Deep Learning frameworks like **PyTorch**
• Proficiency in **Python** programming
• Experience in CI/CD, containerization and orchestration tools such as **Docker** and Kubernetes.
• Experience designing and building scalable cloud-based solutions for machine learning lifecycle.
• Experience with cloud platforms (**AWS**, GCP, or Azure) and cloud-native tools (e.g. terraform) for managing infrastructure.
• Experience deploying and managing machine learning models in production for real-time applications.
• Experience with one or more data lakehouse solutions, like Snowflake, Trino, Redshift, or Spark.
• Experience with **Gen AI technologies** like diffusion models and LLM.
You **must** be available for a **full-time** paid internship in the summer of 2026.

At this time, we are considering **Masters** 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.
Please ensure that your graduation date is visible on your resume.
Citizenship Requirement   N/A

APPLICATION INFORMATION

Application Procedure   Through Employer Website
Special Application Instructions

Application Link:

https://jobs.ea.com/en_US/careers/JobDetail/AI-Engineer-intern/210851
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.