Job Posting: 177407 - Position: S26 IBM Payments Centre Simulator Developer Intern (May 2026 - 8 months - Toronto) 177407

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/27/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/20/2026 01:37 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	IBM Canada Ltd.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
<b> Job Title <b>	S26 IBM Payments Centre Simulator Developer Intern (May 2026 - 8 months - Toronto) 177407
Position Type	Co-op Position
Job Location	Toronto, ON
Country	Canada
Duration	8 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range $	65,166.40 - 100,547.20/ year
Job Description	

Introduction

Innovative Quantum / AI Developer Intern with strong academic foundations in quantum computing, AI/GenAI platforms, and gaming system development. Skilled in applying neural networks, AI-based NPC modeling, reinforcement learning, and game engine programming to create intelligent, immersive, and adaptive systems. Eager to contribute to next-generation AI and gaming solutions, while expanding expertise in quantum frameworks and scalable AI models.

Your role and responsibilities

• Develop and train neural network models for NPC behavior modeling, enabling adaptive and realistic gameplay.

•Apply reinforcement learning (RL) to design NPCs capable of dynamic decision-making and difficulty scaling.

•Experiment with AI/GenAI platforms for dialogue generation and procedural storytelling.

•Build and optimize AI-driven environments in Unity and Unreal Engine, incorporating deep learning-based physics and environment simulations.

•Prototype quantum-inspired AI algorithms for randomness, cryptography, and in-game simulation dynamics.

•Support integration of LLMs and neural agents into multiplayer gaming systems for intelligent NPC interactions.

•Document algorithms, architectures, and AI-agent workflows for research and engineering collaboration.

This position resides in Toronto and is a 8 months work term commencing in May 2026. It is mandatory that all applicants are enrolled in full-time studies at a post-secondary institution and returning to full-time studies upon completion of the work-term. Please note that MBA and PHD Candidates are not eligible for this program.

Job Requirements

Required education
High School Diploma/GED
Preferred education
Bachelor's Degree

Required technical and professional expertise
• Neural Networks & AI: Deep Learning (CNNs, RNNs, Transformers), RLlib for reinforcement learning, GANs for content
   generation.
•AI NPC Modeling: Intelligent NPC behaviors, procedural content generation, adaptive difficulty balancing.
•Quantum Computing Platforms: IBM Qiskit, Google Cirq, Xanadu PennyLane.
•AI / GenAI Platforms: OpenAI, Hugging Face, LangChain, Azure OpenAI, Google Vertex AI.
•Machine Learning & Simulation: TensorFlow, PyTorch, Scikit-learn, Gym environments for RL.
•Gaming Systems & Engines: Unity (C#), Unreal Engine (Blueprints, C++), Godot.
•Visualization & Simulation Tools: Blender, Matplotlib, Power BI.
•Programming & Development: Python, C++, Rust, JavaScript.
•DevOps & Version Control: Git, GitHub Actions, Docker for reproducible environments.

Citizenship Requirement   N/A

APPLICATION INFORMATION

Application Procedure   Through Employer Website
Special Application Instructions

APPLICATION LINK: https://careers.ibm.com/en_US/careers/JobDetail?jobId=85776&source=WEB_Search_EMEA

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.