Job Posting: 177348 - Position: S26 Software Engineer Co-Op- Maxis 177348

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/26/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/19/2026 03:00 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 Co-Op- Maxis 177348
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range $	$65,000 - $70,000

Job Description

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 Bachelor and Masters 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

At Maxis, we excel at outrageous thinking. It's the fuel that inspires the best games in the world. We're trailblazers and great storytellers. But it's not just about amazing your peers - it's about amazing yourself and our fans. Take risks. Work with dazzling minds and dare to dream big. Together, we can change the way millions play every day. The Sims 4 has an extremely unique player base, with 60% of our audience being women between the ages of 18-24. We are looking for someone with deep insights on how to create the best experience for our players.

What You'll Do:
• You will work as part of the engineering team and collaborate with designers and product managers.
• You will write software requirements and technical design documentation.
• You will develop game subsystems and subsystem prototypes. Refine existing code.
• You will collaborate with manager, mentor and technical leaders in the team to continue building unique features for a game that delivers to a wide audience of simulation players.

Job Requirements

Technical Requirements
• You are currently enrolled in a Bachelors or Masters Degree granting program
• You have experience with MacOS or Windows platform and development tools (Visual Studio, Rider, Eclipse, etc.)
• You have a familiarity with an existing games engine (Unity is a plus)
• You have technical abilities with projects implemented in at least one of these languages C++, C#, Java, Python.
• You have experience using automated testing, unit testing, configuration management process and static and performance analysis tools.
• You are familiar with cloud software services (e.g. Amazon Web Services, Microsoft Azure, and Google Cloud Platform), and popular game engines like unreal
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

<mark>Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.</mark>
Application Link: Software Engineer Co-Op - 210924 - Electronic Arts
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.