

Job Posting:174085 - Position: S26 Software Engineer Co-op (NHL - 8-Months - Summer 2026) 174085

Co-op Work Term Posted:	2026 - Summer
App Deadline	10/17/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	10/03/2025 04:05 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Software Engineer Co-op (NHL - 8-Months - Summer 2026) 174085
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	8 months
Work Mode	To be confirmed
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	\$65,000 - \$70,000 CAD
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.

EA SPORTS is one of the most iconic brands in entertainment - connecting hundreds of millions around the world to the sports they love through a portfolio of industry-leading video games.

EA SPORTS NHL has revolutionized sports gaming for millions of players worldwide. We've pioneered award-winning creative technology and experiences to connect players to the speed, skill, and heart of the NHL.

The EA SPORTS NHL franchise is founded on passion and new ideas. Located in Vancouver, British Columbia, the team is composed of diverse talent dedicated to creating on-ice experiences that connect gamers around the world through play. If you're a creative pioneer with a passion for your craft, this will be more than a job. It'll be what you love.

We're looking for a Software Engineering Co-op to join our NHL team! Reporting to a Senior Software Engineer, you will work on an intimate team and contribute to feature work and tech initiatives, where you will be trained on the game development process within EA and NHL's team.

Responsibilities:

- You will develop features for a cross-platform game.
- You will follow best practices to maximize game performance across multiple devices and platforms.
- You will write C/C++ code to ship with the game.

Job Requirements

Qualifications:

- You must be available for a full-time paid internship from May 11 - December 18, 2026.
- You must be enrolled in an accredited program in a related field.
- You must be returning to school for at least one semester following your work term with EA.
- You are familiar with C++.
- Please apply with as many examples of any projects/games/tools you've had major contributions to.
- Please be sure to describe what work you did if multiple people worked on it.

Resume Information:

- You must clearly indicate your expected graduation date in your resume to be considered.
- Are you interested in games? Let us know!
- Are you involved in any extra-curricular activities or clubs? We want to hear about them!

We are only considering students who can work in Canada, will be enrolled in an accredited degree program throughout this Co-op, and slated to graduate no earlier than May 2027. You must be legally authorised to work in Canada on a full-time basis during the 8 month Co-op term. Visa sponsorship and relocation are 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: Software Engineer Co-op (NHL - 8-Months - Summer 2026) - 210839 - 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.