

Job Posting:173043 - Position: W26 ML Engineering Intern 173043

Co-op Work Term Posted:	2026 - Winter
App Deadline	09/18/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	09/10/2025 03:58 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Electronic Arts (EA Canada) Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
 Job Title 	W26 ML Engineering Intern 173043
Position Type	Co-op Position
Job Location	Various Locations
Country	Canada, USA
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	0.0 per hour for 0 Major List
Salary Range \$	British Columbia (depending on location e.g. Vancouver vs. Victoria) *\$83,000 - \$116,400 CAD
Job Description	

ML Engineering Intern

Location: Tiburon/Vancouver/Stockholm/Remote

Duration: 12 weeks

Electronic Arts is looking for a passionate **ML Engineering Intern** to develop an **AI authenticity model** that enhances quality assurance for our sports titles. The model will evaluate gameplay against real-world sports rules, player behaviors, and authenticity standards, helping QA teams identify when game scenarios deviate from realistic outcomes. This role is an exciting opportunity to combine AI/ML research with practical game quality testing and help ensure EA's sports games deliver the most authentic experiences possible.

Key Responsibilities

- Research and design an AI authenticity framework that can assess gameplay events, animations, and outcomes in EA sports titles.
- Build machine learning models to compare in-game scenarios against real-world sports data and authenticity benchmarks.
- Develop tooling that integrates the authenticity model into EA's QA pipelines for automated test evaluation.
- Collaborate with QA, gameplay engineers, and data scientists to define authenticity criteria and refine model accuracy.
- Document methodologies, results, and guidelines for scaling the authenticity model across multiple sports titles.

What You'll Gain

- Hands-on experience applying AI/ML to real-world game QA challenges.
- Direct impact on how EA ensures authenticity and realism in sports games.
- Mentorship from engineers and researchers at the intersection of gaming and AI.
- An opportunity to contribute to innovations that shape the future of sports gaming experiences.

COMPENSATION AND BENEFITS

The ranges listed below are what EA in good faith expects to pay applicants for this role in these locations at the time of this posting. If you reside in a different location, a recruiter will advise on the applicable range and benefits. Pay offered will be determined based on a number of relevant business and candidate factors (e.g. education, qualifications, certifications, experience, skills, geographic location, or business needs).

PAY RANGES

* British Columbia (depending on location e.g. Vancouver vs. Victoria) *\$83,000 - \$116,400 CAD

In British Columbia, we offer a package of benefits including vacation (3 weeks per year to start), 10 days per year of sick time, and extended health/dental/vision coverage and basic life insurance.

Job Requirements

Required Qualifications

- Currently pursuing a Bachelor's or Master's degree in Computer Science, Data Science, Machine Learning, or related fields.
- Strong programming skills in Python (ML/data stack: TensorFlow, PyTorch, scikit-learn, etc.).
- Understanding of machine learning model development, training, and evaluation.
- Knowledge of sports rules, mechanics, or gameplay systems.
- Strong problem-solving and analytical skills, with an ability to translate abstract authenticity concepts into measurable signals.

Preferred Qualifications

- Prior experience with computer vision, NLP, or reinforcement learning for modeling real-world behaviors.
- Familiarity with game data pipelines or telemetry analysis.
- Coursework or projects related to sports analytics.
- Experience with large-scale datasets and model deployment.

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: https://jobs.ea.com/en_US/careers/JobDetail/ML-Engineering-Intern/210720

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.