

Job Posting: 177557 - Position: S26 Intern, Machine Learning 177557B

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/29/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	01/22/2026 10:27 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Autodesk Inc.
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Summer
 Job Title 	S26 Intern, Machine Learning 177557B
Position Type	Co-op Position
Job Location	Montreal, QC
Country	Canada
Duration	4 months
Work Mode	Hybrid Fully Remote In-Person
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Job Description	

Job Requisition ID # 25WD92634, Intern, Machine Learning

Position Overview

Autodesk is looking to add 4 creative technologist interns who are interested in visual and deep learning to join our team in Montreal.

The ideal candidate will bring passion for AI, Innovative technologies, film & games industries, and knowledge in the fields of computer vision and computer graphics with a focus on machine learning. If your interests lie in the cross-section between artificial intelligence and the film and television and games industries, then this is the job for you!

Responsibilities

- Prototype and incubate AI-forward techniques and research that aid in the production of 3D graphics, video, games and visual effects by applying state-of-the-art computer vision and graphics algorithms
- Leverage the latest tools and AI techniques in order to either increase (artist) quality, or drive efficiency in the production process
- Participate in developing predictive models for various analysis solutions by using machine learning and analytical techniques
- Extend existing ML libraries and frameworks
- Stay up to date with the state-of-the-art advances in both AI research and production areas related to the company's projects

About the Canada Intern Program

The 2026 Canada program runs for 16 weeks (May 4th - August 21st). All internships are paid. As an intern, you will contribute to meaningful projects, be mentored by industry leaders, participate in tech talks and other activities designed to support your personal and professional development. Our Internships align with Autodesk's Flexible Workplace approach, which is designed to meet the needs of our business while providing flexibility in support of office, remote and hybrid work preferences.

Job Requirements

Minimum Qualifications

- Currently enrolled in a Bachelors degree in Computer science, software engineering with a minor in AI or MS degree in Computer Science, Mathematics or similar field; Ph.D. degree is a big plus
- Excellent analytical and mathematical skills
- Experience with 3D geometry, computer graphics or computer vision
- Experience using Adobe Creative Cloud, Autodesk Media and Entertainment Products, Blender, Houdini and other 3D packages
- Experience with deep learning frameworks: PyTorch (preferable), Tensorflow Strong knowledge of C/C++ or Python
- Research background in the area of computer vision, computer graphics, machine learning, or video processing is a big plus

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

APPLICATION LINK: https://autodesk.wd1.myworkdayjobs.com/en-US/unil/job/Montreal-QC-CAN/ML-Intern--Stagiaire-ML_25WD92634-1?jobFamilyGroup=f909d7cccc2d480b8f6af996c7bf8352

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.