

## **Job Posting: 177346 - Position: S26 Data Engineering Intern 177346**

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|--------------------------------|--------------------------|
| <b>Co-op Work Term Posted:</b> | 2026 - Summer            |
| <b>App Deadline</b>            | 01/26/2026 09:00 AM      |
| <b>Application Method:</b>     | Through Employer Website |
| <b>Posting Goes Live:</b>      | 01/19/2026 02:48 PM      |
| <b>Job Posting Status:</b>     | Approved                 |

## **ORGANIZATION INFORMATION**

|                     |                                  |
|---------------------|----------------------------------|
| <b>Organization</b> | Electronic Arts (EA Canada) Inc. |
| <b>Country</b>      | Canada                           |

## **JOB POSTING INFORMATION**

|                                       |                                    |
|---------------------------------------|------------------------------------|
| <b>Placement Term</b>                 | 2026 - Summer                      |
| <b>&lt;b&gt; Job Title &lt;/b&gt;</b> | S26 Data Engineering Intern 177346 |
| <b>Position Type</b>                  | Co-op Position                     |
| <b>Job Location</b>                   | Vancouver, BC                      |
| <b>Country</b>                        | Canada                             |
| <b>Duration</b>                       | 4 months                           |
| <b>Work Mode</b>                      | Hybrid                             |
| <b>Salary Currency</b>                | CAD                                |
| <b>Salary</b>                         | 0.0 per hour for 0 Major List      |
| <b>Salary Range \$</b>                | \$65,000 - \$70,000                |
| <b>Job Description</b>                |                                    |

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.

***Electronic Arts is looking for 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>***

Join our Enterprise Insights team to support major game titles. As a Data Engineering Intern, you will help us develop data products and improve ETL pipelines alongside analysts, data engineers/architects and product managers. You will work in Hybrid remote/in-office role, with 3 days in office weekly at one of our Locations in Canada (#LI-Hybrid).

### **Responsibilities:**

- You will collaborate with us on data requirements and ETL documentation.
- You will assist us in the development of data pipelines and data products.
- You will help us support data quality, contribute to data modelling, and data architecture.
- You will learn to work with big data tools under senior guidance.

### **Job Requirements**

#### **Qualifications:**

- SQL and database experience (coursework/projects).
- Familiarity with cloud tools like Snowflake or Databricks.
- Python and version control (e.g., GitHub) skills.

- Interest in data modelling and warehousing.
- Exposure to AWS, Azure, or GCP.

You **must** be available for a **full-time** paid internship in the summer of 2026.

At this time, we are considering **Undergrad** students who will be enrolled in an accredited degree program in the summer of 2026 (May), 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.

**Please ensure that your graduation date is visible on your resume.**

**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: Data Engineering Intern - 210927 - 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.