

Job Posting: 176183 - Position: S26 Software Engineer Intern (Canada - AI/ML - QVS - 8 Months - Summer 2026) 176183

Co-op Work Term Posted:	2026 - Summer
App Deadline	01/09/2026 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	12/18/2025 03:04 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 Intern (Canada - AI/ML - QVS - 8 Months - Summer 2026) 176183
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	8 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	65000.0 per year for 0 Major List
Salary Range \$	\$65,000 - \$70,000 annually
Job Description	

Locations: Vancouver, British Columbia, Canada

Role ID: 210893

Worker Type: Intern - Temporary Employee

Studio/Department: EA Studios - Quality Verification

Work Model: Hybrid

Description & Requirements

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.

The Software Engineer Intern role is responsible for assisting with our experimental Research and Development work within EA's Sports Quality Verification Engineering organization. Primarily, this work will focus on the Machine Learning domain and will be the foundation for our next generation of tools and solutions for driving effectiveness and efficiencies in our QV process. The successful candidate will play a pivotal role in this transformation.

Primary Responsibilities

- Gathering use-case requirements from our partner teams and organizations.
- Providing research into possible solutions, running experiments, providing proofs of concept, demonstrating your results, and providing recommendations.

- Providing improvements to existing solution implementations.
- Updating existing Machine Learning models and enhancing data sets.
- Helping to productize ML solutions and roll them out to our partners.
- Providing documentation and gathering feedback from our partners.

Job Requirements

Qualifications

- Working towards a Bachelor's degree in Computer Science, Engineering, Software engineering or equivalent. Preferably, completed 3rd year of their program.
- Experience with programming language such as C#, C++ or Python.
- Have a good understanding of the interaction between software, hardware and network.
- Have a general understanding of Machine Learning basics.
- Have a good understanding of software development life cycle, practices and software engineering methodologies.
- Quick learner on new technologies, practices, and paradigms.
- Strong problem solving and analytical skills.
- Strong written and verbal communication skills.
- Proactive in completing tasks and escalating issues appropriately.
- Creativity and logical thinking: can find ingenious solutions to problems.
- Have basic knowledge of technical writing

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 May 2027 or later. You must be legally authorized 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.

COMPENSATION AND BENEFITS

The base salary ranges listed below are for the defined geographic market pay zones in these states. If you reside outside of these locations, a recruiter will advise on the base salary range and benefits for your specific location. EA has listed the hourly pay ranges it in good faith expects to pay applicants for this role in the locations listed, as of the time of this posting. Salary offered will be determined based on numerous relevant business and candidate factors including, for example, degree type (e.g. Bachelor's, Master's, PhD), what stage you are in your degree journey (i.e. freshman, sophomore, etc.), qualifications, certifications, experience, skills, geographic location, and business or organizational needs.

PAY RANGES

* British Columbia (depending on location e.g. Vancouver vs. Victoria) *\$65,000 - \$70,000 CAD

The hourly pay is just one part of the overall compensation at EA. We also offer a package of benefits including 80 hours per year of sick time (prorated based on scheduled hours per week if less than full-time), 16 paid company holidays per year, medical insurance, and 401(k).

About Electronic Arts

We're proud to have an extensive portfolio of games and experiences, locations around the world, and opportunities across EA. We value adaptability, resilience, creativity, and curiosity. From leadership that brings out your potential, to creating space for learning and experimenting, we empower you to do great work and pursue opportunities for growth.

We adopt a holistic approach to our benefits programs, emphasizing physical, emotional, financial, career, and community wellness to support a balanced life. Our packages are tailored to meet local needs and may include healthcare coverage, mental well-being support, retirement savings, paid time off, family leaves, complimentary games, and more. We nurture environments where our teams can always bring their best to what they do.

Electronic Arts is an equal opportunity employer. All employment decisions are made without regard to race, color, national origin, ancestry, sex, gender, gender identity or expression, sexual orientation, age, genetic information, religion, disability, medical condition, pregnancy, marital status, family status, veteran status, or any other characteristic protected by law. We will also consider employment qualified applicants with criminal records in accordance with applicable law. EA also makes workplace accommodations for qualified individuals with disabilities as required by applicable law.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

APPLICATION LINK: Software Engineer Intern (Canada - AI/ML - QVS - 8 Months - Summer 2026) - 210893 - Electronic Arts

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.