

## **Job Posting:173665 - Position: S26 User Experience Design Intern, BS/MS, Summer 2026 173665**

<b>Co-op Work Term Posted:</b>	2026 - Summer
<b>App Deadline</b>	10/06/2025 09:00 AM
<b>Application Method:</b>	Through Employer Website
<b>Posting Goes Live:</b>	09/22/2025 12:06 PM
<b>Job Posting Status:</b>	Approved

### **ORGANIZATION INFORMATION**

<b>Organization</b>	Google.com
<b>Country</b>	Canada

### **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Summer
<b>&lt;b&gt; Job Title &lt;b&gt;</b>	S26 User Experience Design Intern, BS/MS, Summer 2026 173665
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Waterloo, ON
<b>Country</b>	Canada
<b>Duration</b>	4 months
<b>Work Mode</b>	To be confirmed
<b>Salary Currency</b>	CAD
<b>Salary</b>	Salary Not Available, 0 Major List
<b>Job Description</b>	

### **About the job**

Design and user experience (UX) are at the forefront of everything we do. The job of a Designer is to envision how people experience our products and bring that vision to life in a way that feels inspired and refined. In this role, you'll address complex tasks and transform them into intuitive, accessible, and easy-to-use solutions for people around the world.

Google is and always will be an engineering company. We hire people with a broad set of technical skills who are ready to address some of technology's greatest challenges and make an impact on millions, if not billions, of users. At Google, engineers not only revolutionize search, they routinely work on massive scalability and storage solutions, large-scale applications and entirely new platforms for developers around the world. From Google Ads to Chrome, Android to YouTube, Social to Local, Google engineers are changing the world one technological achievement after another.

### **Responsibilities**

- Help to define the user model and user interface for Google products and features.
- Develop high level or detailed storyboards, mockups, and prototypes to effectively communicate interaction and design ideas.
- Collaborate with product managers, engineers, researchers, writers, and cross-functional stakeholders to understand requirements, and provide creative, thoughtful solutions.
- Evaluate the usability of new and existing products and making constructive suggestions for change.

### **Job Requirements**

### **Minimum qualifications:**

- Currently pursuing a Bachelor's or Master's degree in Design (e.g., Interaction, Graphic, Visual Communications, Product, Industrial, etc.), Human-Computer Interaction, Computer Science, or a related field.

- Experience with industry standard design tools (e.g., Photoshop, Illustrator, Sketch, InVisio, Principle, etc.).
- Experience in designing usable interfaces.
- A design portfolio showcasing design principles for web or mobile platforms.

## Preferred qualifications:

- Currently attending a degree program in Canada and available to work full time for 12 weeks outside of university term time.
- In their penultimate academic year or returning to a degree program after completion of the internship.
- Experience working with web or mobile based technologies (e.g., HTML, CSS, JavaScript, Android Studio, XCode, etc.).
- UX internship or experience working (e.g., personal projects, academic projects, volunteer projects, etc.) in Interaction, Graphic Design or Motion Design.
- Excellent leadership, communication, and collaboration skills.

**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://www.google.com/about/careers/applications/jobs/results/123636602902586054-user-experience-design-intern-bsms-summer-2026?location=Canada>

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.